THE ART OF
DOOM
THE
DARK AGES

DOOM™ THE DARK AGES

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THE ART OF DOOM: THE DARK AGES

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CHAPTER 1

DOOM SLAYER & HEROES

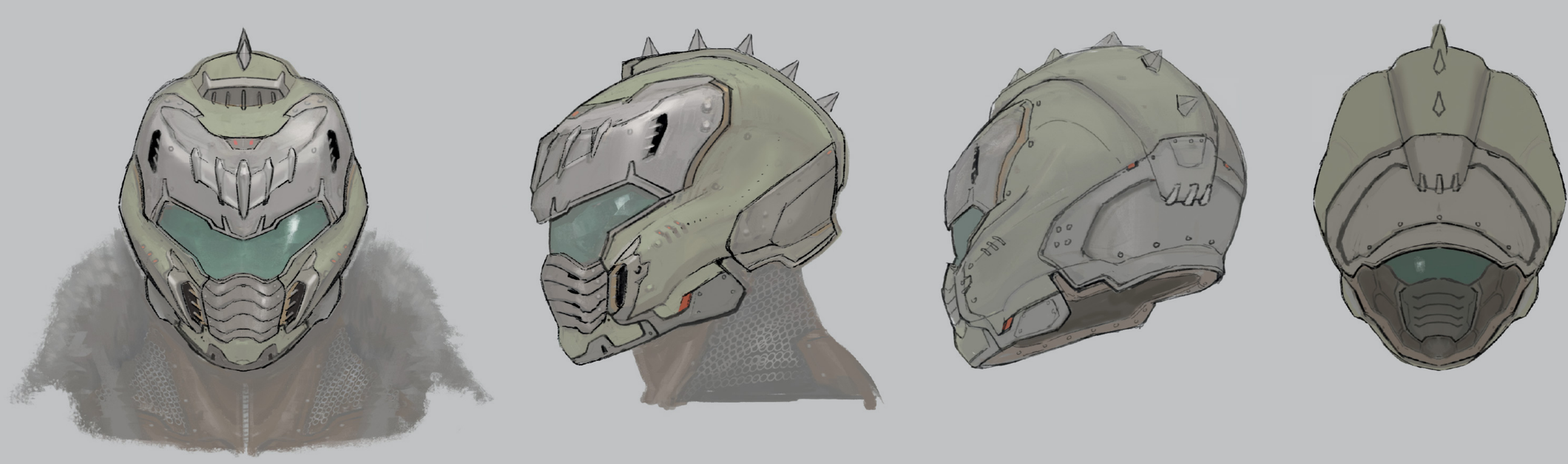
THE DOOM SLAYER

A specter of doom from realms unknown, the Outlander stalks Argent D'Nur's battlefields with a fury that silences all who witness it. Though strange to Sentinel eyes, they recognized in his bloodlust a terrible ally when Hell's legions darkened their skies. The Maykrs, ancient and calculating, saw in this silent warrior a vessel for their divine will. They infused his flesh with celestial might, binding his soul to their cosmic designs. Yet what they forged was no mere weapon but a tempest of vengeance that even gods now fear to control.

As demons hunt for forgotten relics the Slayer strains against divine chains, his protection of the besieged realm born not of loyalty but of an unquenchable thirst for demon blood that neither Hell nor Heaven can sate.

Doom Slayer Final Turnaround—Emerson Tung

Doom Slayer Helmet Ideation—Emerson Tung



[opposite] Doom Slayer—Emerson Tung / [above] Doom Slayer Helmet Final Turnaround—Emerson Tung

Doom Slayer Ideation—Emerson Tung

Doom Slayer Ideation—Emerson Tung

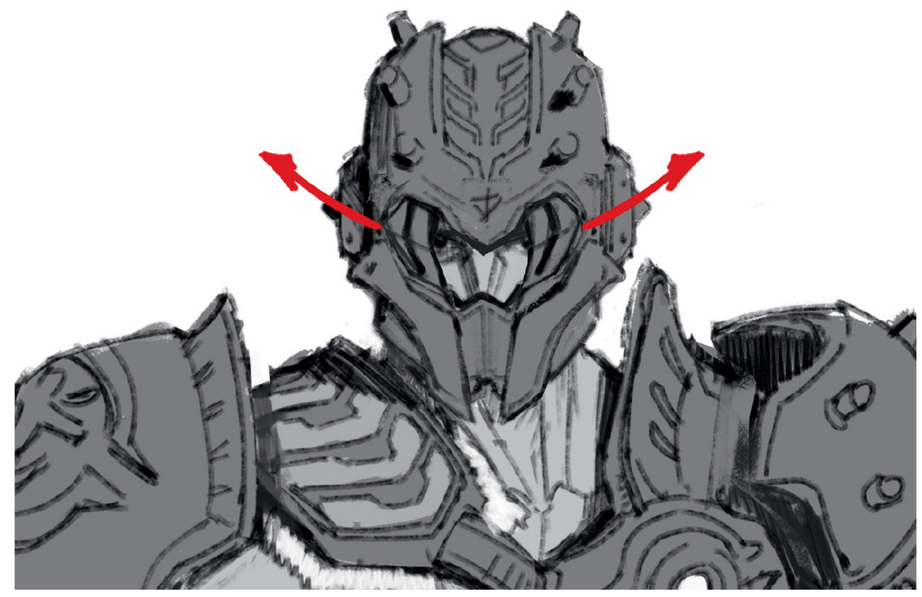
Bluesky Exploration—Alex Palma

Bluesky Exploration—Alex Palma

Doom Slayer Ideation—Emerson Tung

Doom Slayer Ideation—Emerson Tung

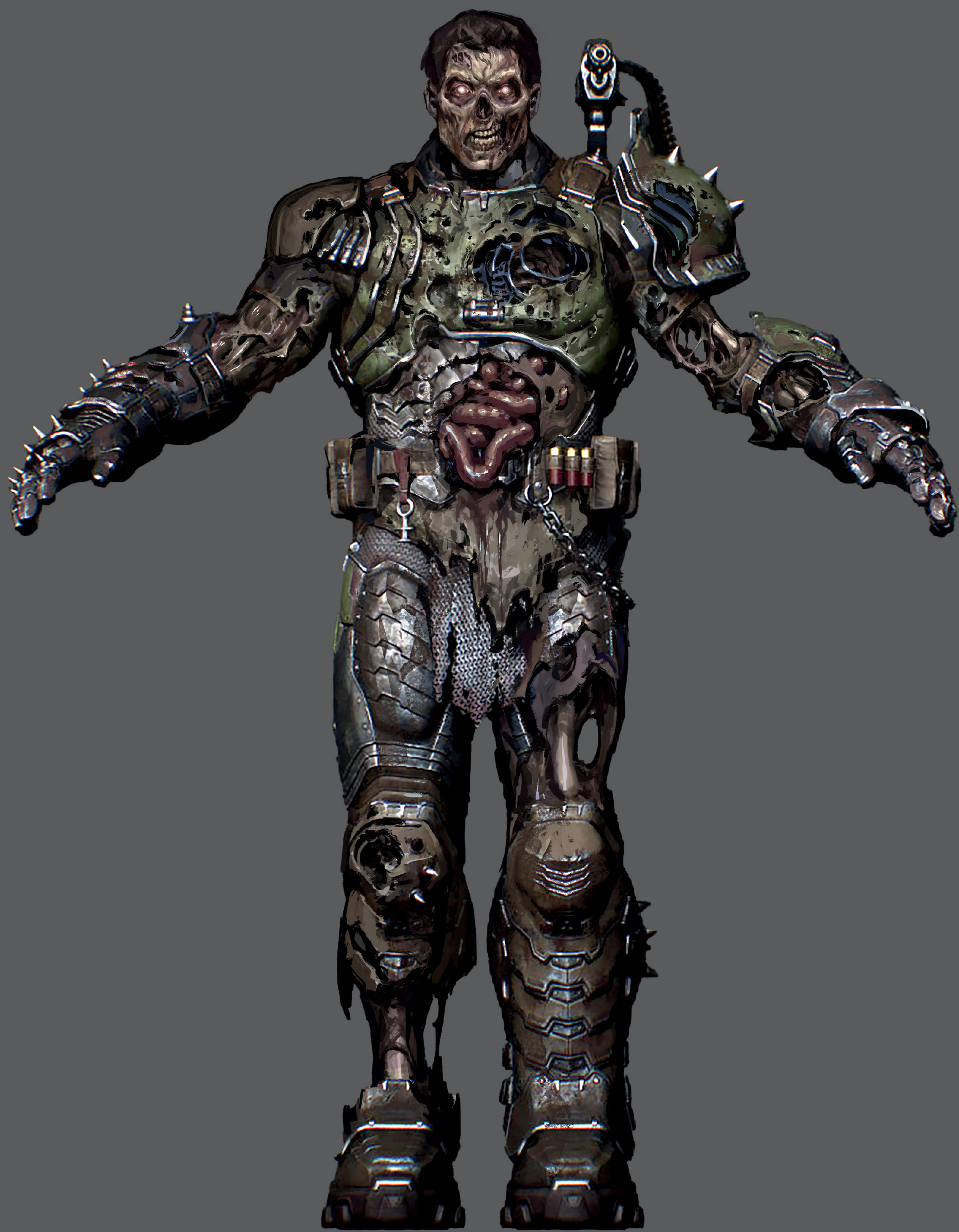
Doom Slayer Ideation—Emerson Tung



Visor grates mechanically slide away to reveal Doom Slayer's Eyes

Visor fully open

Doom Slayer Ideation—Emerson Tung



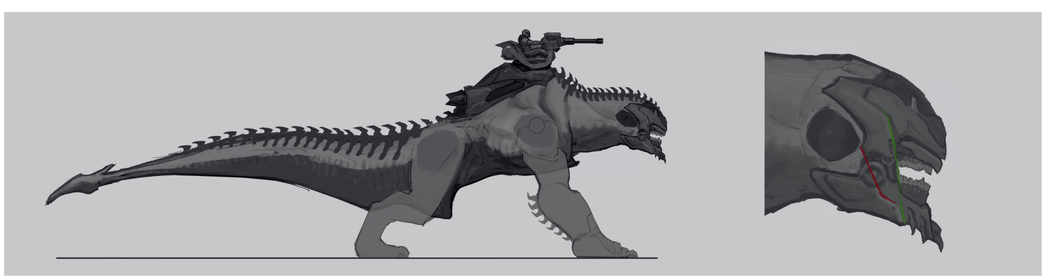
Zombie Slayer—Alejandro Mirabal

Doom Slayer Portrait Renders—Jason Martin, Solomon Gaitan

Serrat—Emerson Tung

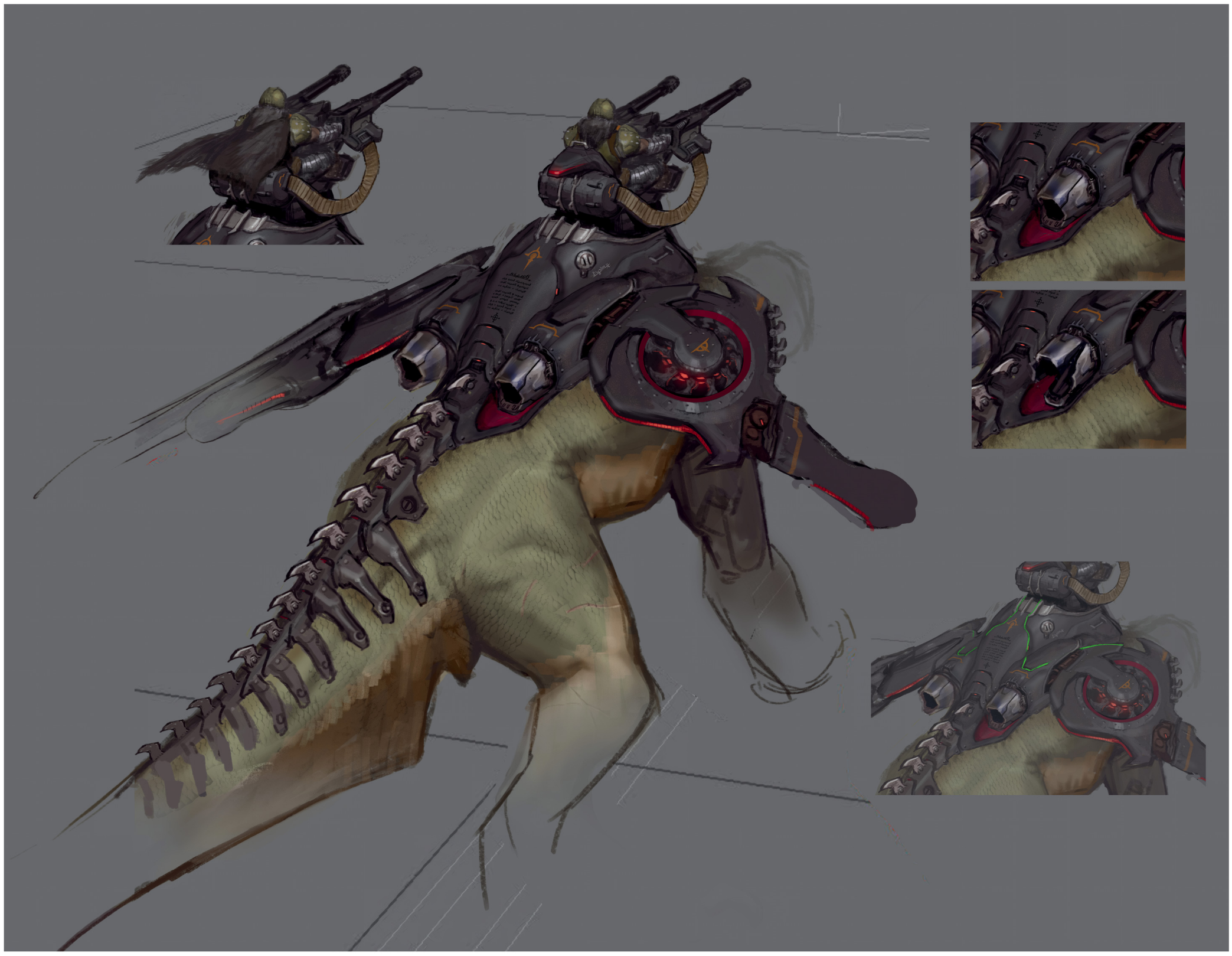
SERRAT

The Slayer's Mecha Dragon, Serrat, is a feral force unmatched in size and power. Unyielding to the Order of Aerum, Serrat accepted only the Slayer as his alpha, forming a volatile bond. Serrat was grievously wounded by Hell's hordes in the Battle of Black Pyres, but the Slayer's heroic intervention saved him, a moment of humanity rarely shown by the outsider. Under Commander Thira's orders the Sentinels transformed Serrat with advanced engineering, melding his savage might with mechanical precision. Now reborn as a fearsome war machine, Serrat continues his role as the Slayer's ultimate mount, an apex predator of both flesh and steel.

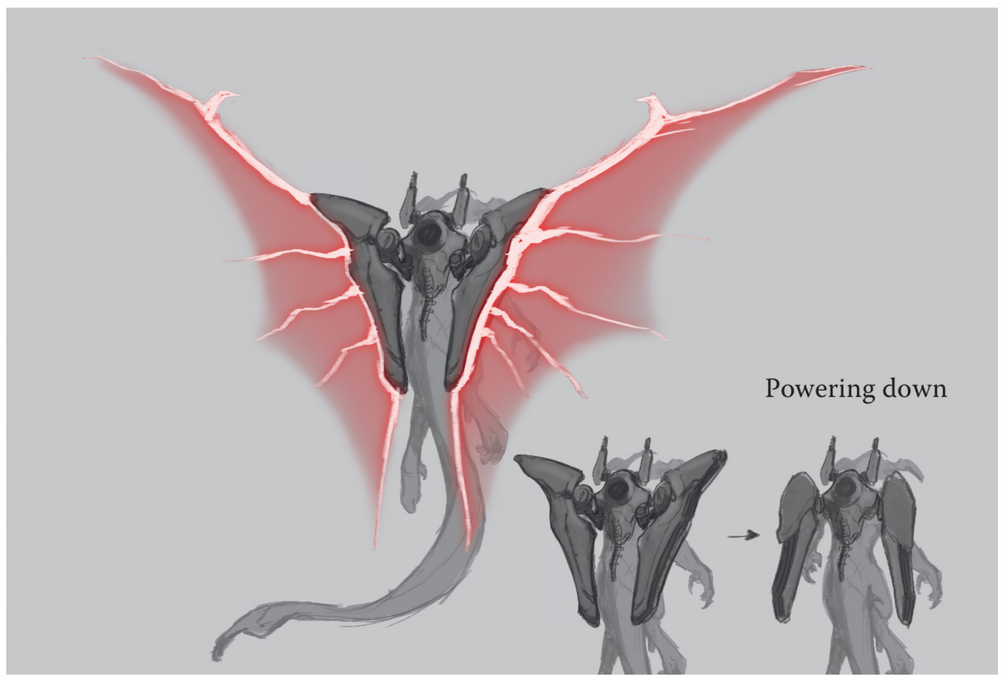


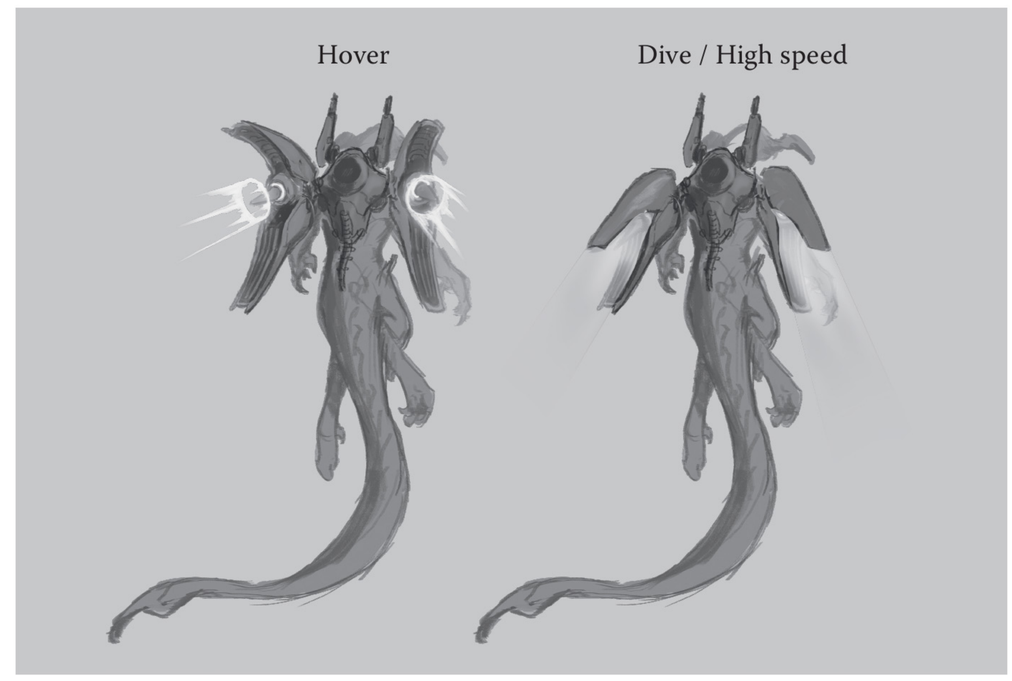
Serrat Orthographic—Emerson Tung

Serrat Turret Callout—Emerson Tung

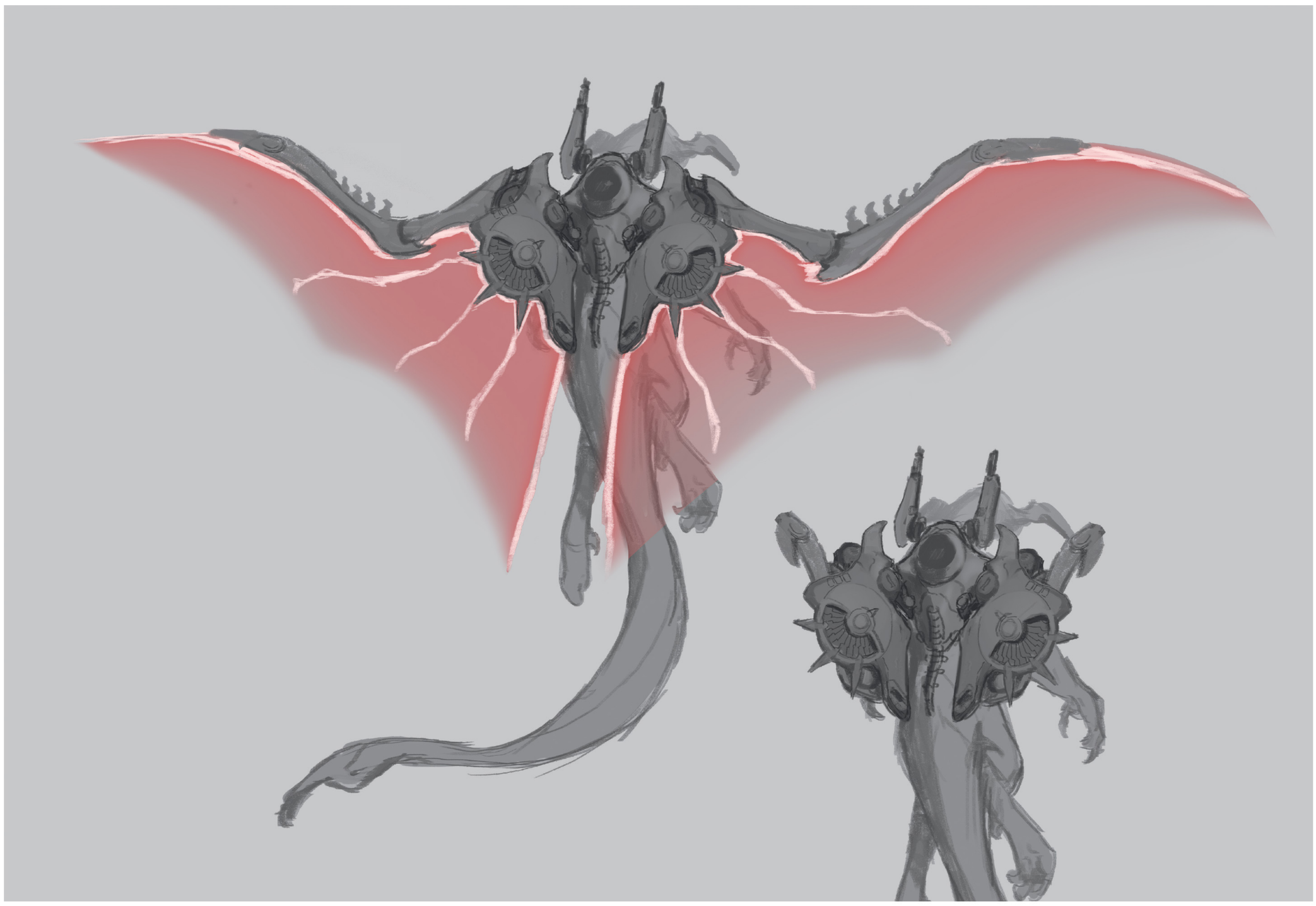


Serrat Backview Callout—Emerson Tung



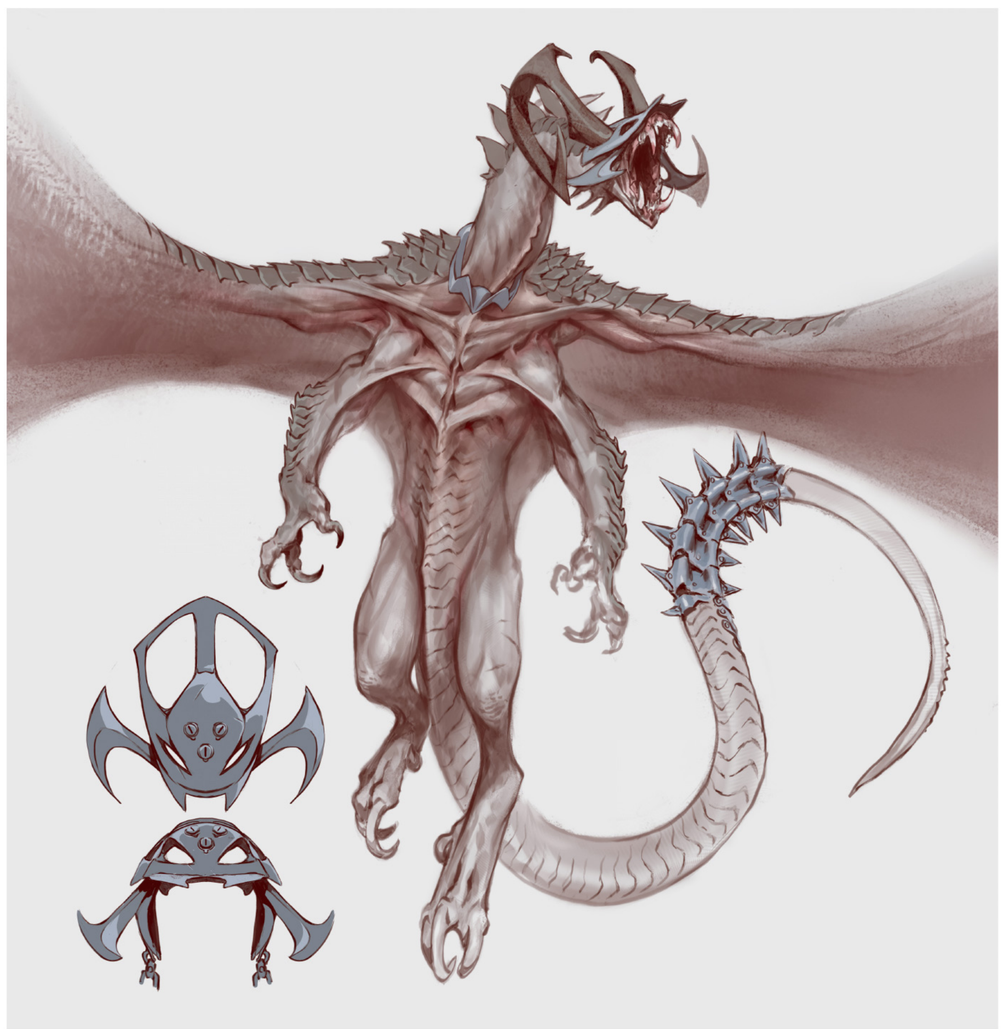


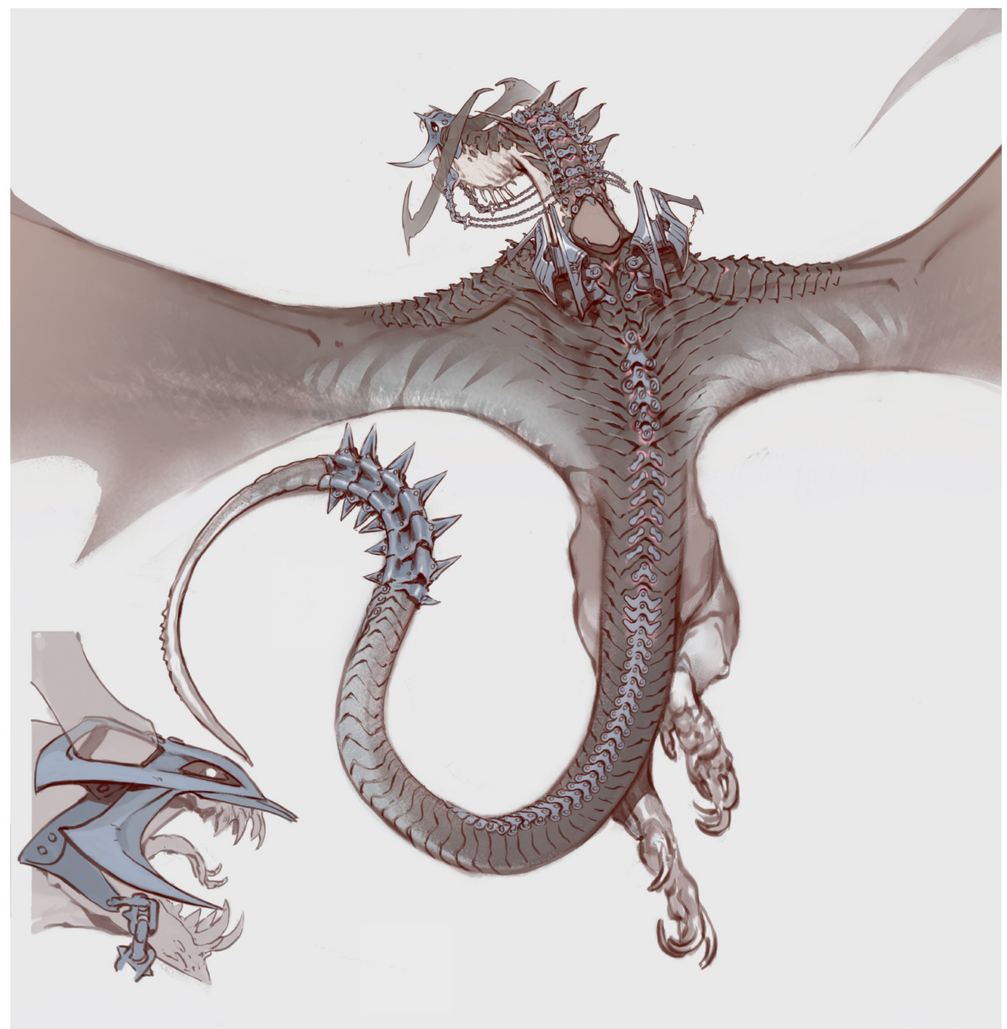
Serrat Ideation—Emerson Tung



Serrat Wing Ideation—Emerson Tung

Serrat Ideation—Emerson Tung





Serrat Ideation—Alejandro Mirabal

Serrat Ideation—Alejandro Mirabal

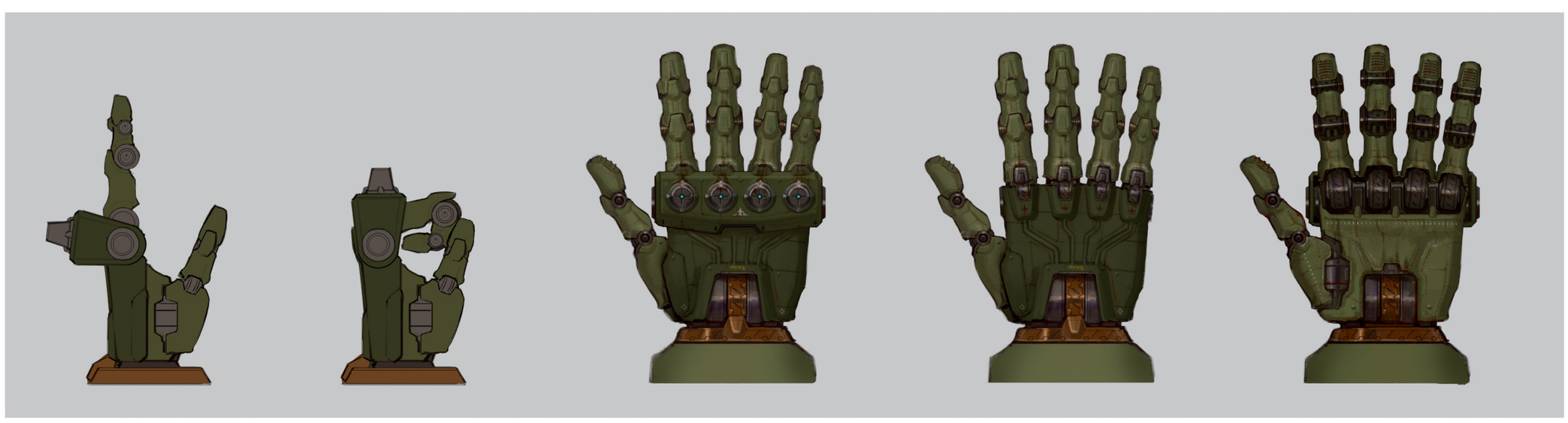
Serrat Ideation—William Bao

Atlan—Emerson Tung

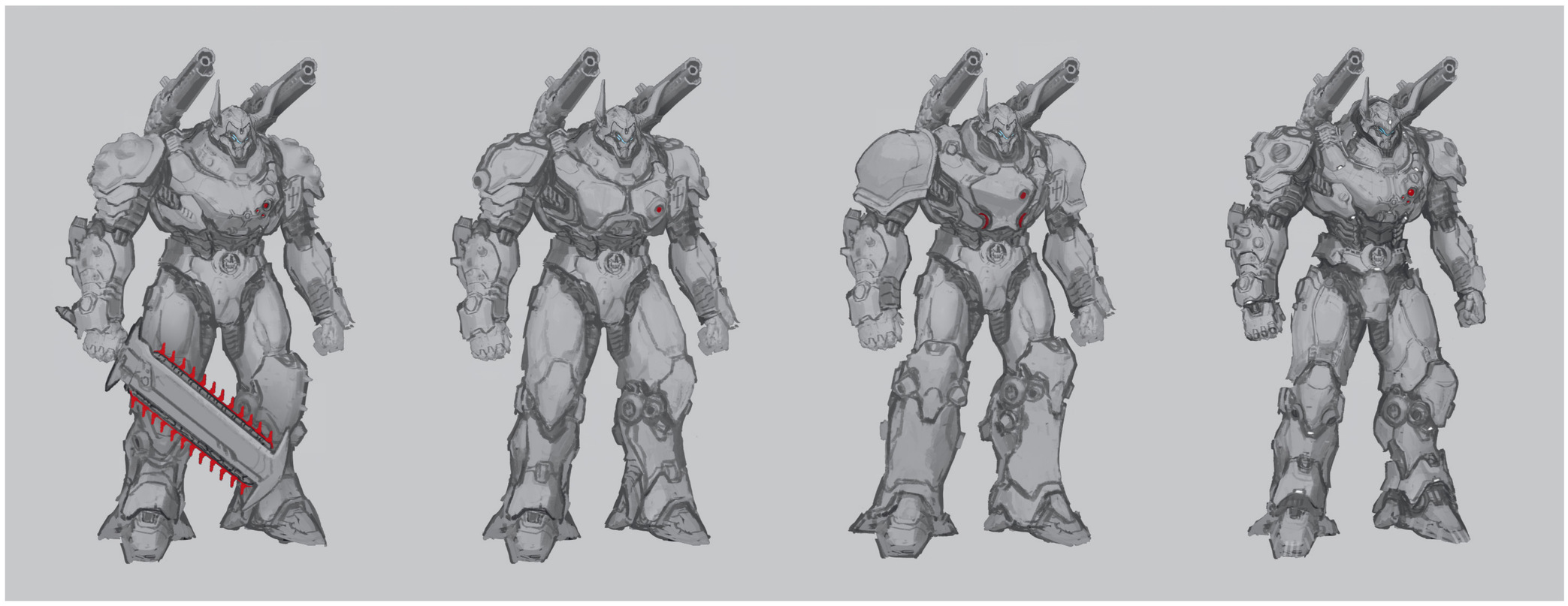
ATLAN

The Atlan is the crowning achievement of the military genius of Sentinel engineering. These colossal machines are not mere constructs; they are the embodiment of a warrior's fury, designed to provide seamless control and devastating combat power. Only the Slayer, with his unmatched ferocity, can drive the Atlan to its full and terrifying potential.

King Royal Atlan—Emerson Tung



Atlan Hand Callout—Emerson Tung



[above] Atlan Ideation—Emerson Tung / [opposite] Atlan Render—Denzil O'Neill

NOVIK

King Novik has ruled for over forty years, marking him as the longest-reigning monarch in Sentinel history. Known as a valorous and boastful warrior in his youth, Novik's demeanor grew severe and distant after the death of his wife. Their daughter Thira remains by his side as the presumed heir to the Sentinel throne. Now commanding the defenses of Argent D'Nur in their war against Hell, Novik continues to serve both his people and the Maykr gods they worship.

King Novik Battle Armor Final Turnaround—William Bao

[opposite] King Novik Battle Armor Final—William Bao / [above] King Novik Ceremonial Garb Final Turnaround—William Bao

King Novik Battle Armor Ideation—William Bao

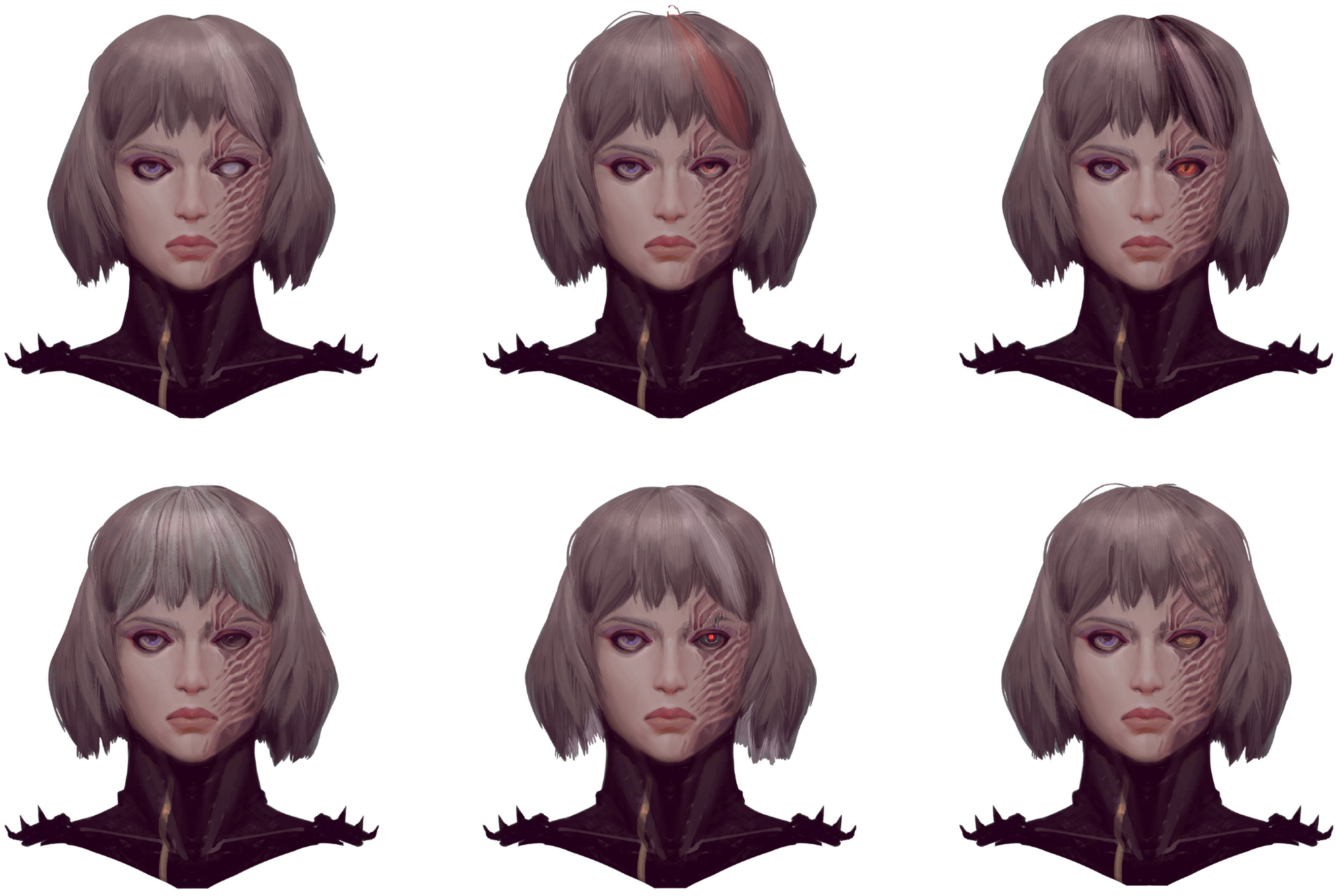
King Novik Battle Armor Ideation—William Bao

King Novik Battle Portrait Render—Solomon Gaitan, Bruno Camara

THIRA

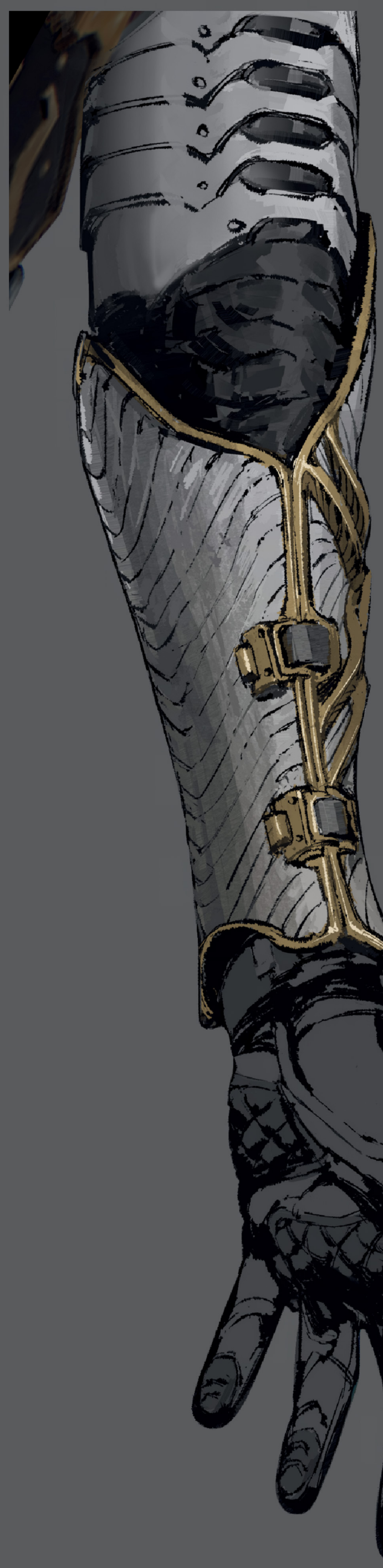
Commander Thira, the only child of King Novik, is the presumed heir to the Sentinel throne. From an early age she was rigorously trained and educated to prepare for a life of leadership and royal duty. Her mother, the late Queen, played a pivotal role in shaping her path, particularly in teaching her the ancient mystical arts.

Thira—Olympia Sweetman



[opposite] Thira Key Art—Alejandro Mirabal / [above] Thira Face Ideation—Olympia Sweetman

Thira Ideation—Olympia Sweetman



Thira's Gauntlet Arm Final—Olympia Sweetman

VALEN

A warrior of legend, Commander Valen stands as the last of an elite order, his name etched in the annals of Sentinel history. Fearless and resolute, he has waged war for decades against the enemies of Argent D'Nur, yet the horrors he has seen weigh heavy upon him. His greatest battle now lies not on the field, but within—his son, eager to claim glory in his father's legendary name, walks the same bloody path.

[opposite] Valen Final—Emerson Tung / [above] Valen Render—Denzil O'Neill, Solomon Gaitan

Sentinel Soldier Final—Olympia Sweetman

Sentinel Military Personnel & Scientists Final—William Bao

Military Personnel Sketches—William Bao

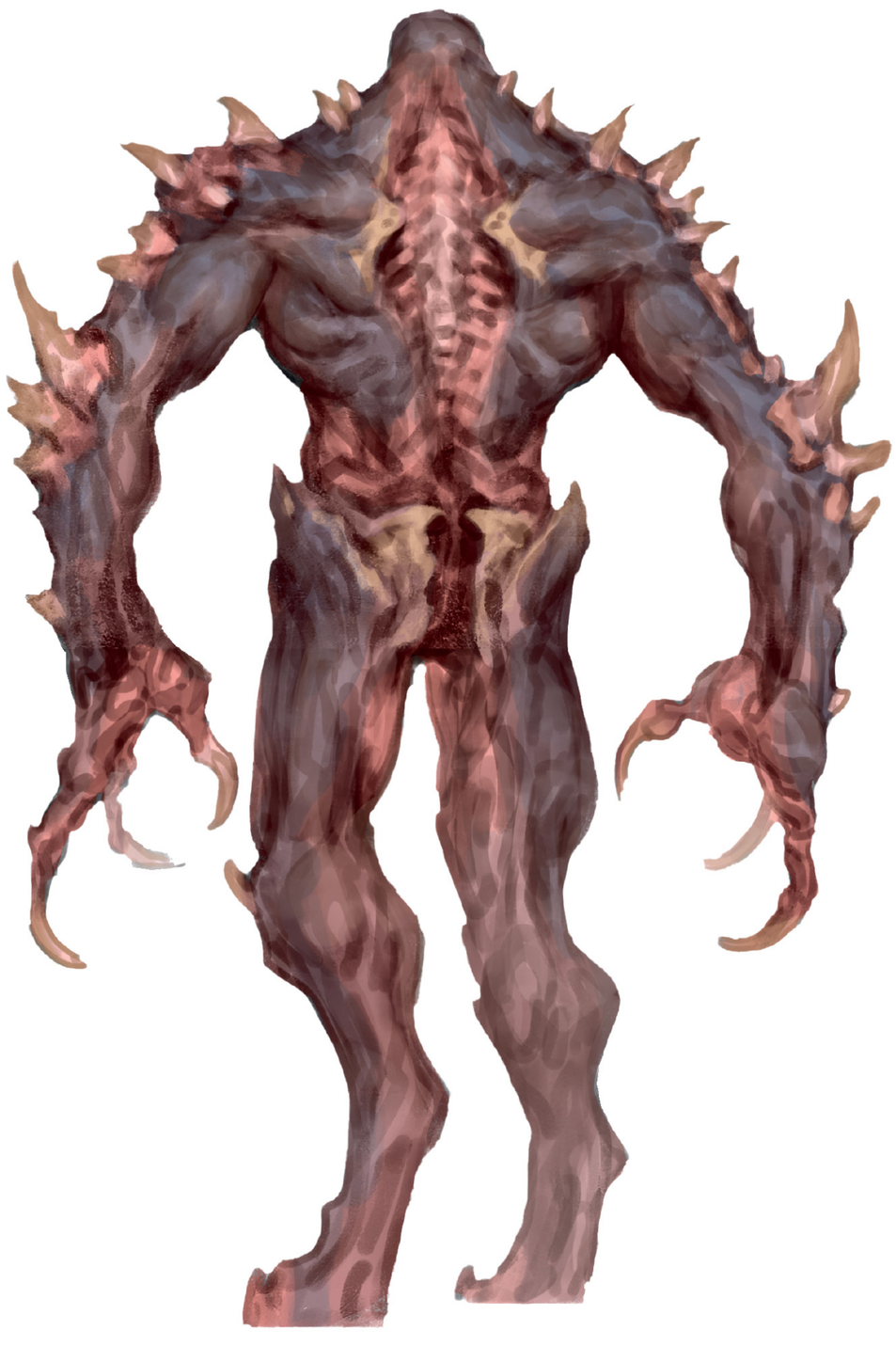
[above] Sentinel Soldier Kits—Olympia Sweetman / [opposite] Sentinel Knight Render—Joe Arcovitch

CHAPTER 2

ENEMIES & DEMONS

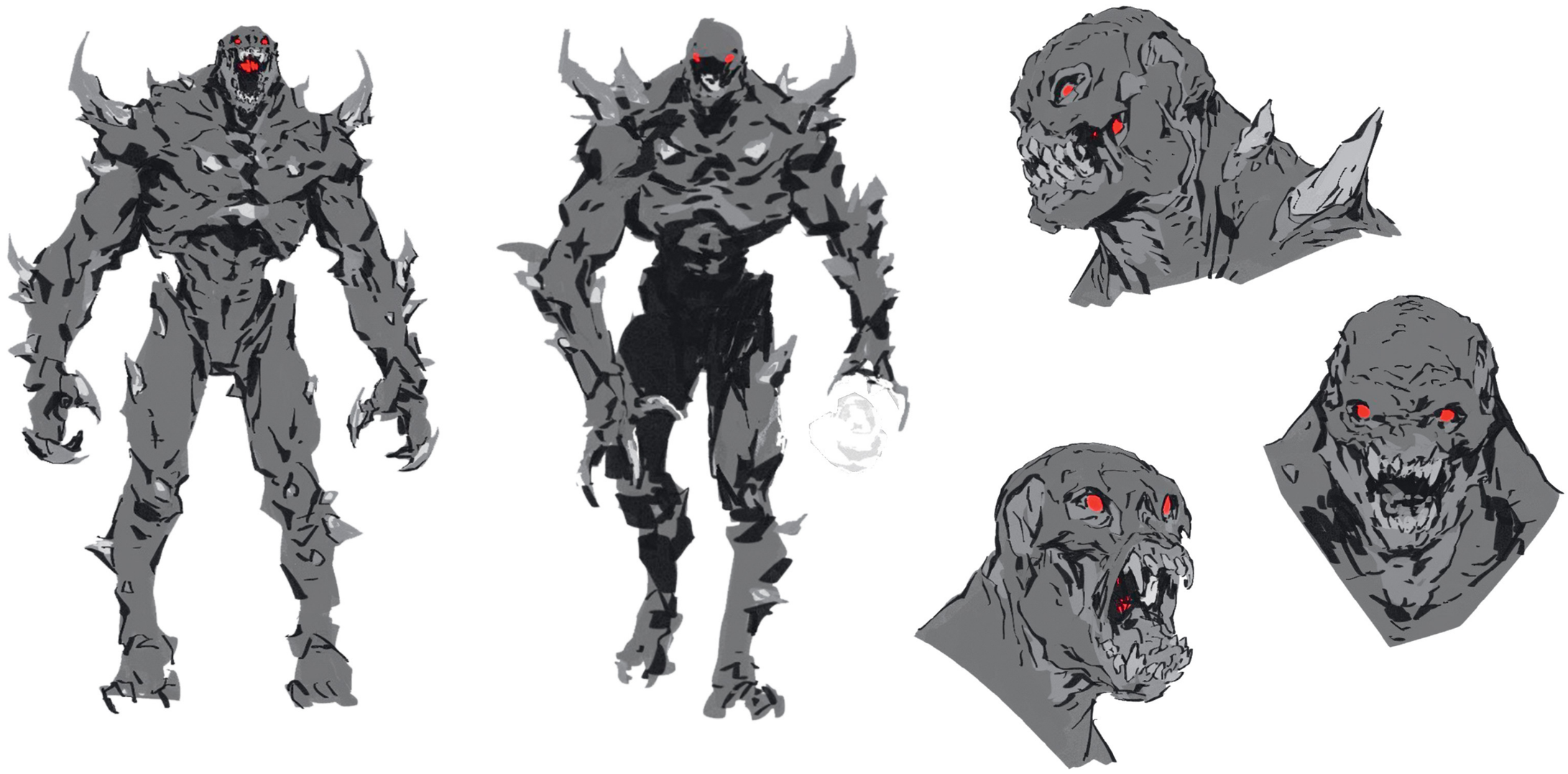
IMP STALKER

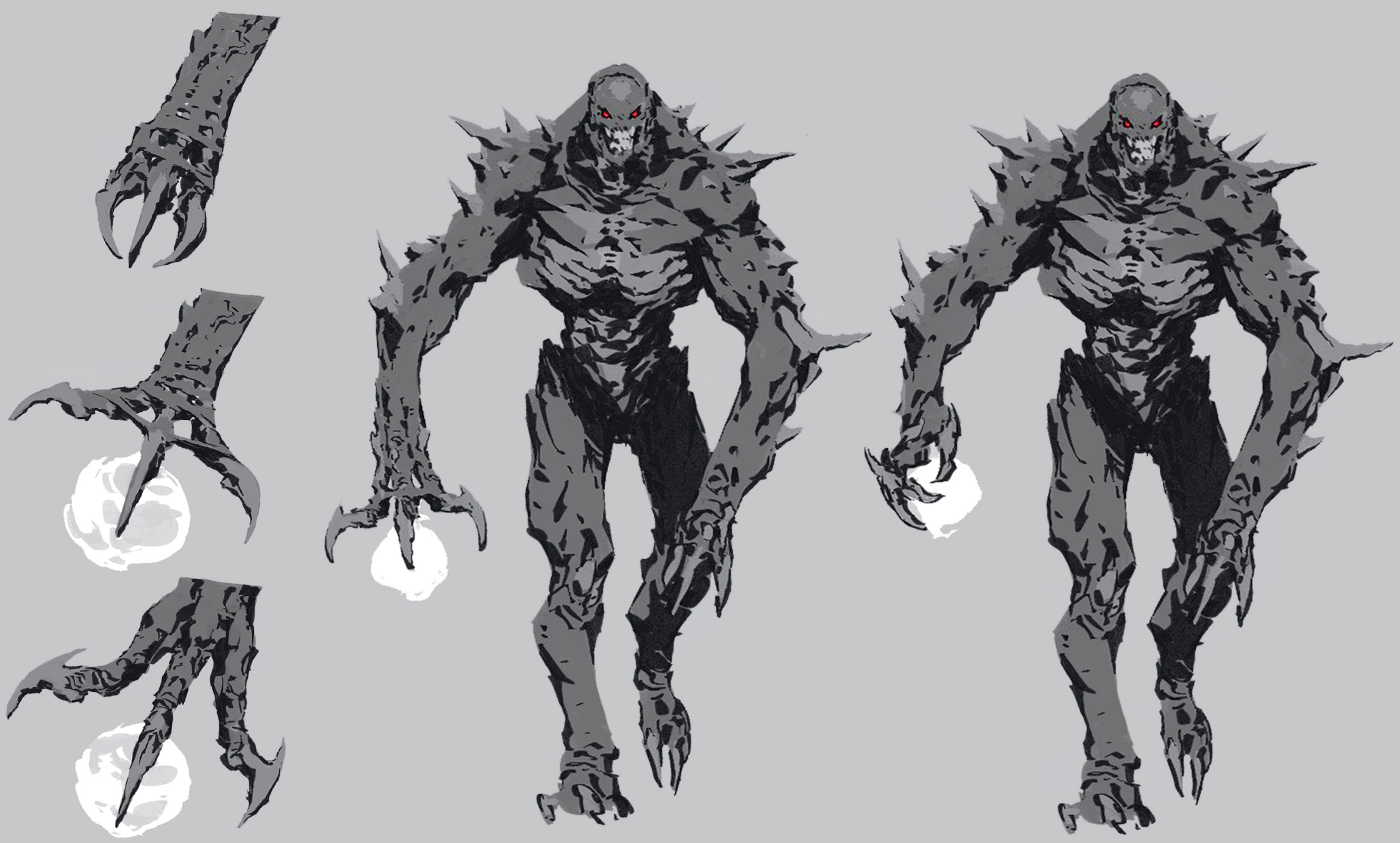
Born from Hell's searing chasms of fire and brimstone, Imp Stalkers are predatory hunters of the Great Steppe. Larger and more cunning than their skittering Imp brethren, they tirelessly stalk their prey with a degree of intelligence absent in other demons of their rank. While closing in, they unleash waves of fire that track and even anticipate their target's movement as if the flames themselves bear sentience. They are especially threatening in close quarters, where they quickly lash out with searing-hot claws that rip through flesh and metal with ease. Their general disregard for self-preservation makes them well-equipped to serve as frontline soldiers.



Imp Stalker Ideation—Alejandro Mirabal

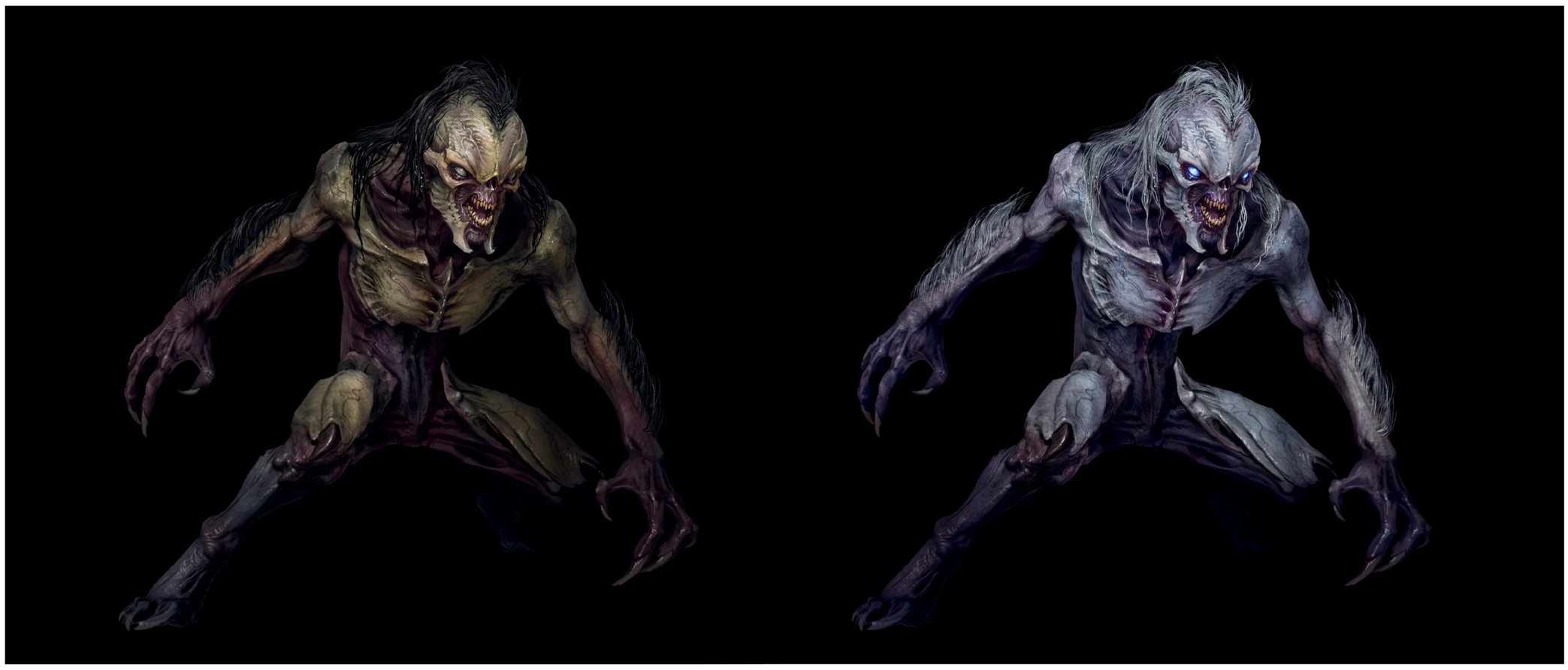
[opposite] Imp Stalker—Alejandro Mirabal / [above] Imp Stalker Head Ideation—Alejandro Mirabal





[above] Imp Stalker Ideation—Alejandro Mirabal / [opposite] Imp Stalker Render—Peter Boehme

Imp Render—Jason Martin, Adam Beardall



Imp—William Bao

Lost Soul—Alejandro Mirabal

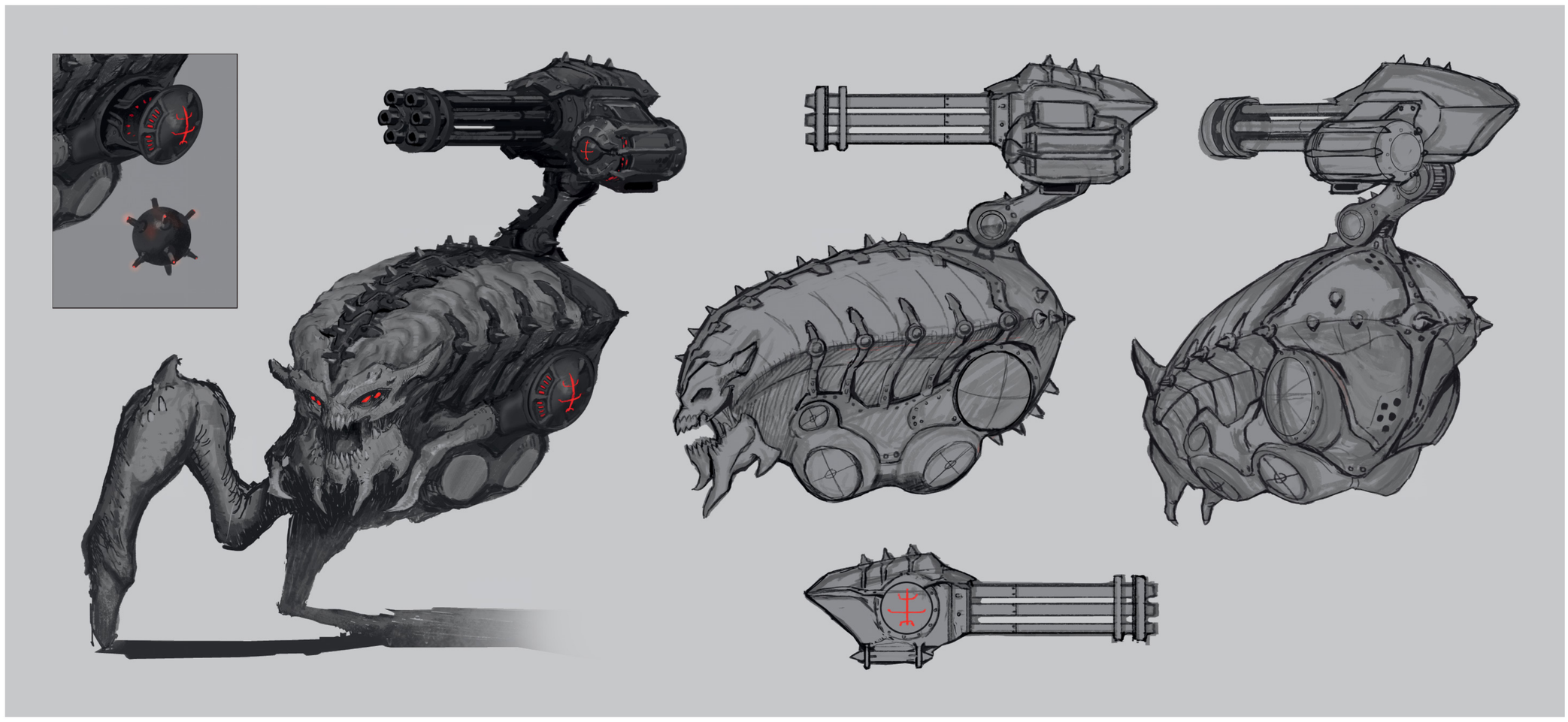
Lost Soul Ideation—Alejandro Mirabal

Agaddon Hunter Turnaround—William Bao

Agaddon Hunter Explorations—William Bao

Agaddon Hunter Explorations—William Bao

Arachnotron Render—Joe Arcovitch



Arachnotron Final Turnaround—Emerson Tung

[above] Armored Arachnotron—Emerson Tung / [below] Arachnotron—Emerson Tung

AHZRAK

Born in the shadowed pits of Hell's blackest citadel, Ahzrak grew not in sinew but in dread knowledge gleaned from dark priests. While demon-kind cowered before the one known as the Doom Slayer the young prince stood before the Elder Council, his voice ringing with ambition.

By ancient blood-oath, the hordes became his to command. Now Ahzrak consorts with the Witch, a pale sorceress from realms beyond starlight, forging an unholy alliance between their realms.

Winged Ahzrak—Emerson Tung

[opposite] Winged Ahzrak—Emerson Tung / [above] Winged Ahzrak Head Ideation—Emerson Tung

Prince Ahzrak—Emerson Tung

Enhanced Ahzrak—Emerson Tung

Prince Ahzrak Ideation—Emerson Tung

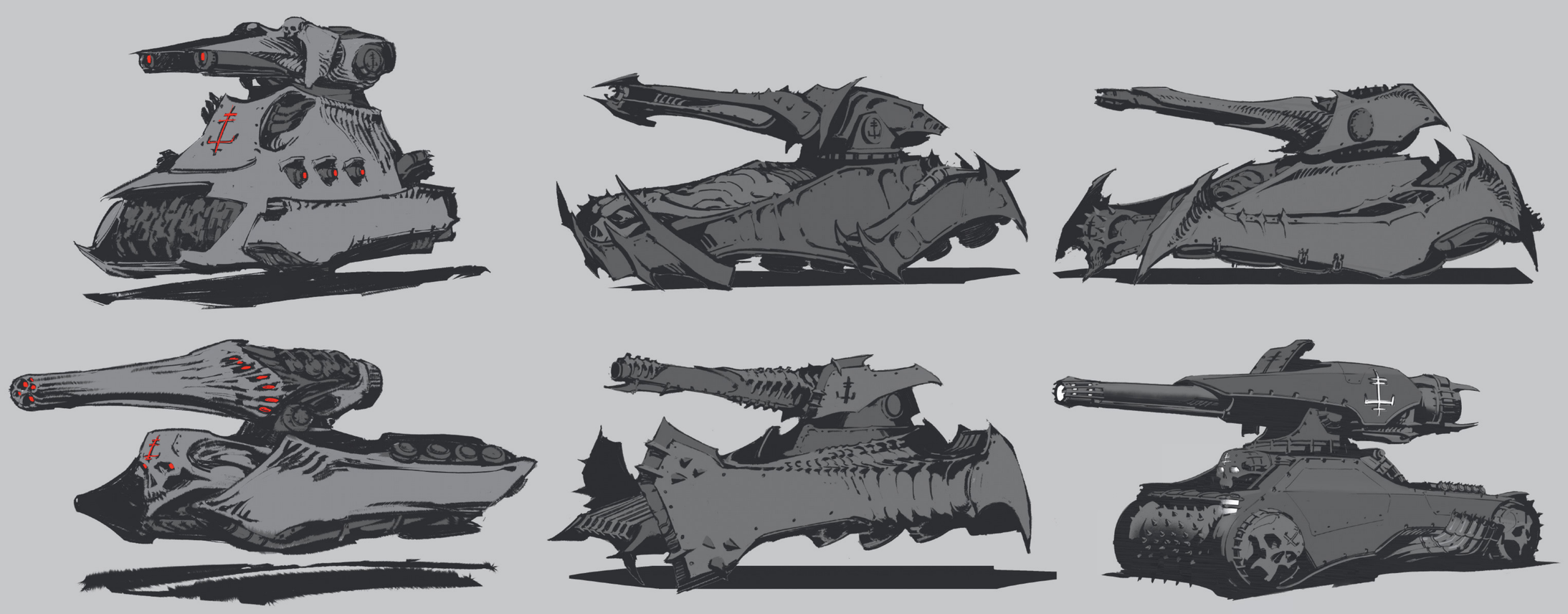
Prince Ahzrak Portrait Render—Angel Bedolla, Solomon Gaitan

Ahzrak Ideation—Emerson Tung

Ahzrak's Henchmen—Alejandro Mirabal

Hell Destroyer—Olympia Sweetman

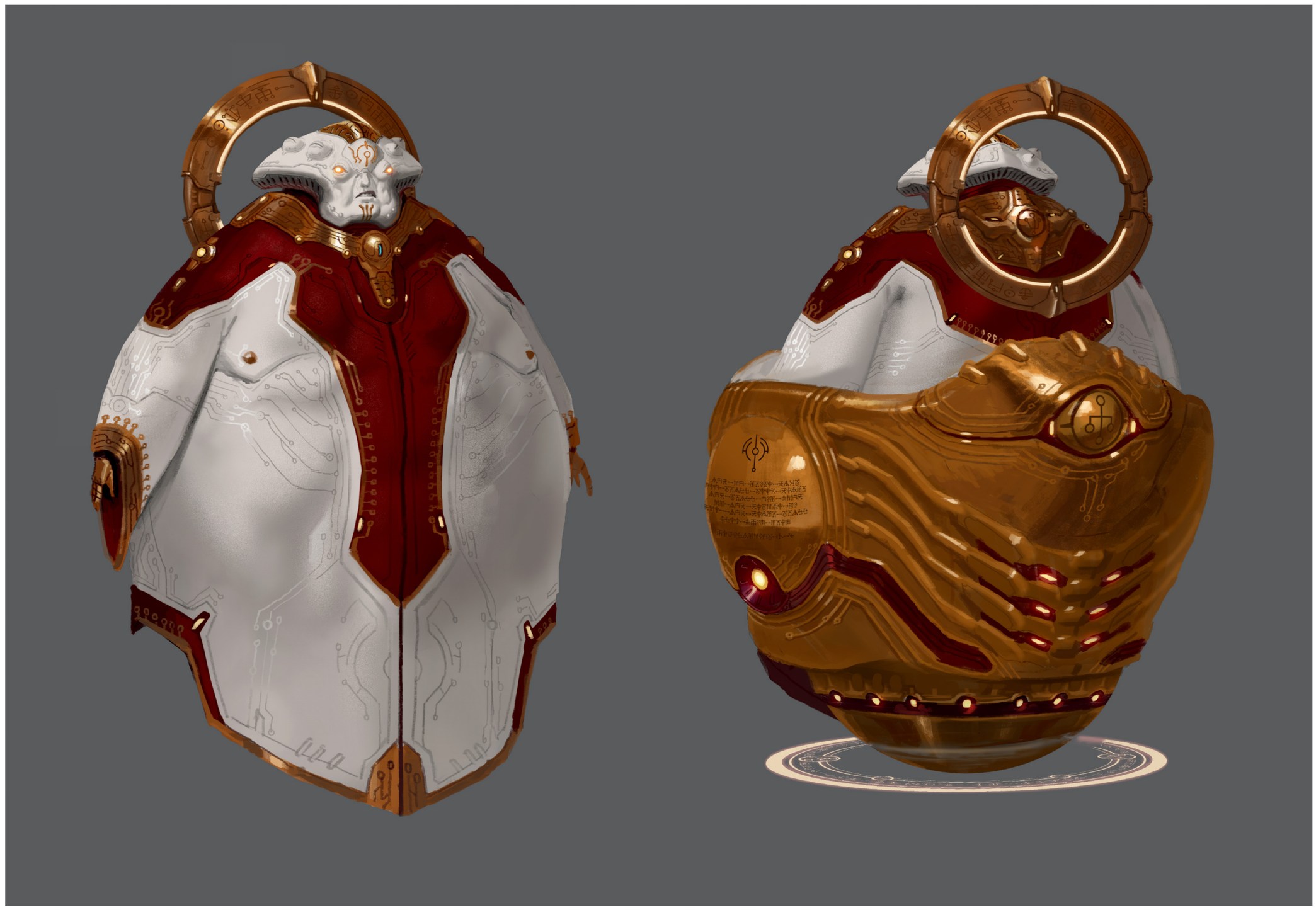
[above] Hell Tank—Olympia Sweetman / [below] Hell Tank Ideation—Olympia Sweetman



KREED MAYKR

Kreed Maykr, a newly appointed Bishop of the Ministry, holds the critical responsibility of overseeing the steady flow of Sentinel Energy to the Maykr homeworld. Even as the specter of war looms ever larger he has been commanded to remain steadfast at his post, ensuring that the transmission of this lifegiving energy remains uninterrupted.

By decree of the Maykr Council, the Slayer has been placed under the temporary charge of the Kreed, a blade to be wielded in the war against Hell and a shield to safeguard their dominion in the district.



[opposite] Kreed Maykr—Emerson Tung / [above] Kreed Maykr Callout—Emerson Tung

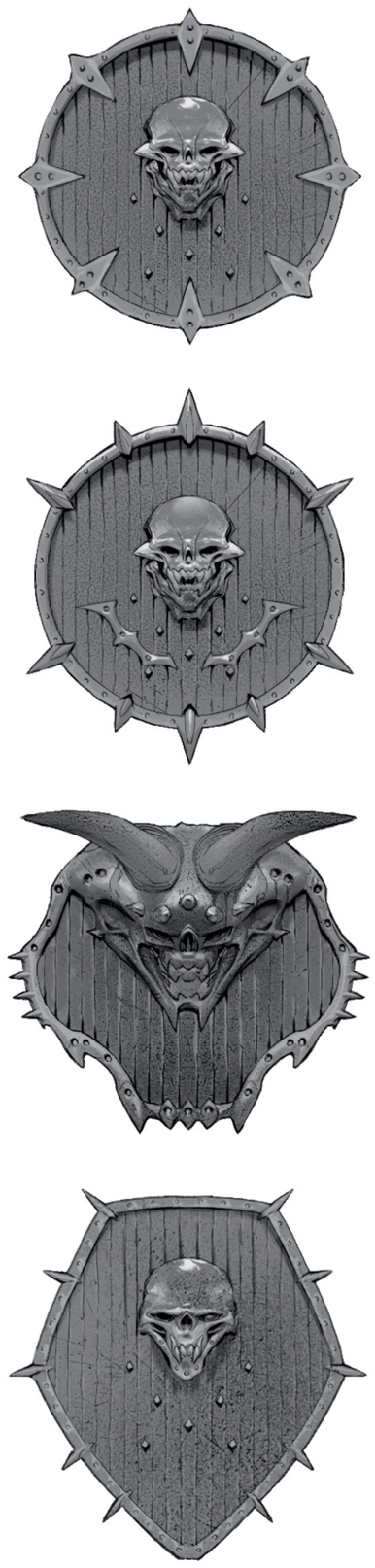
Acolyte Sketches—William Bao

[opposite] Acolyte—William Bao, Jon Lane / [above] Acolyte Book Ideation—William Bao

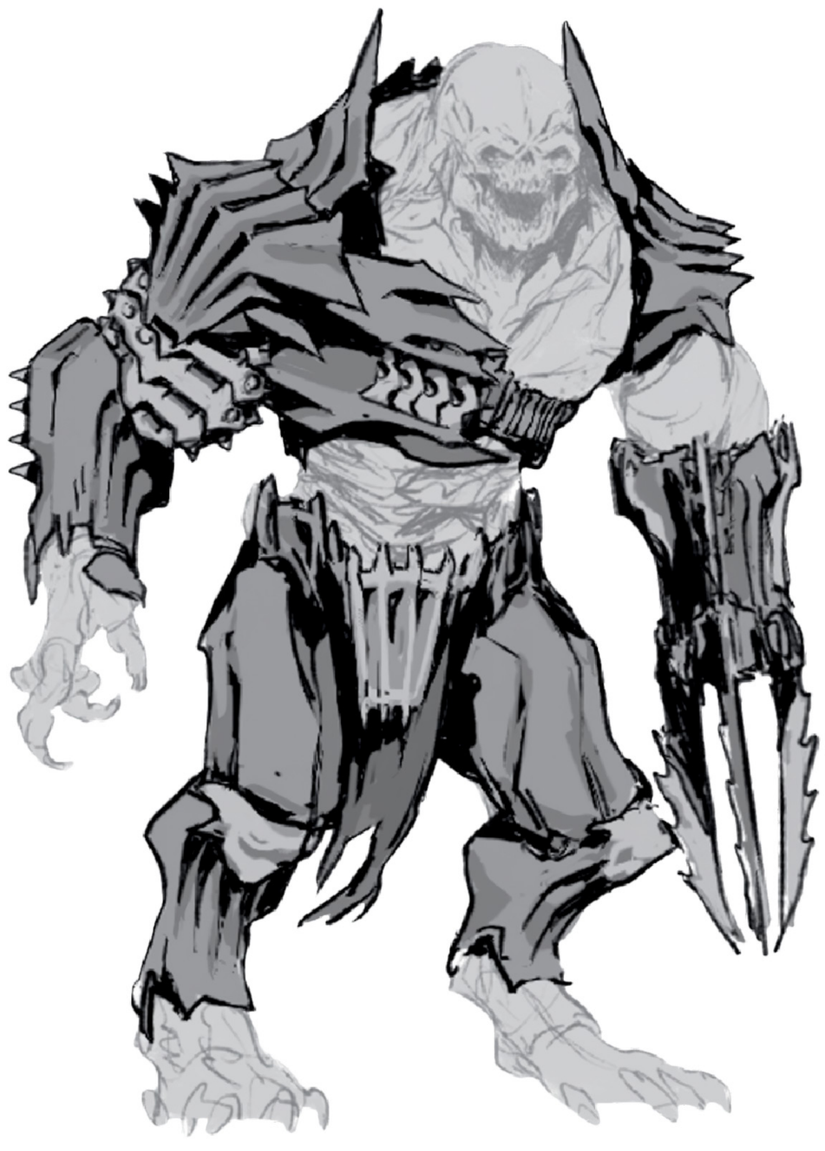
Battle Knight—Alejandro Mirabal

Battle Knight Armor Levels—Alejandro Mirabal

Hell Knight—Alejandro Mirabal



Hell Knight Shields—Alejandro Mirabal



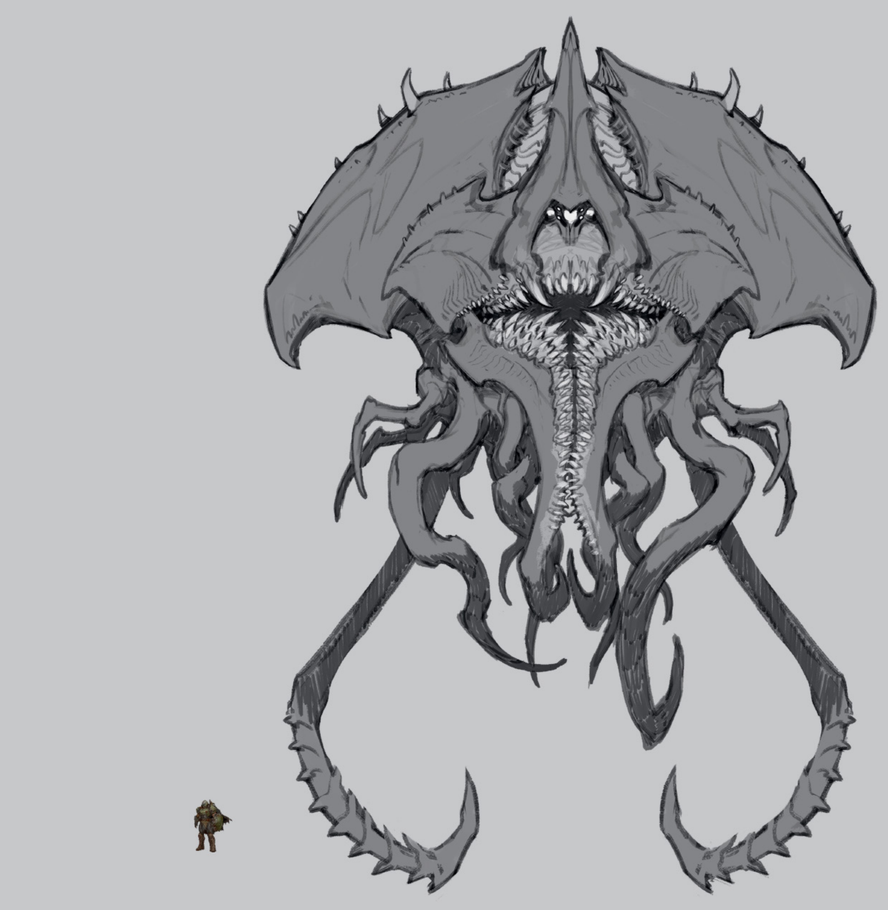
Battle Knight Ideation—Alejandro Mirabal

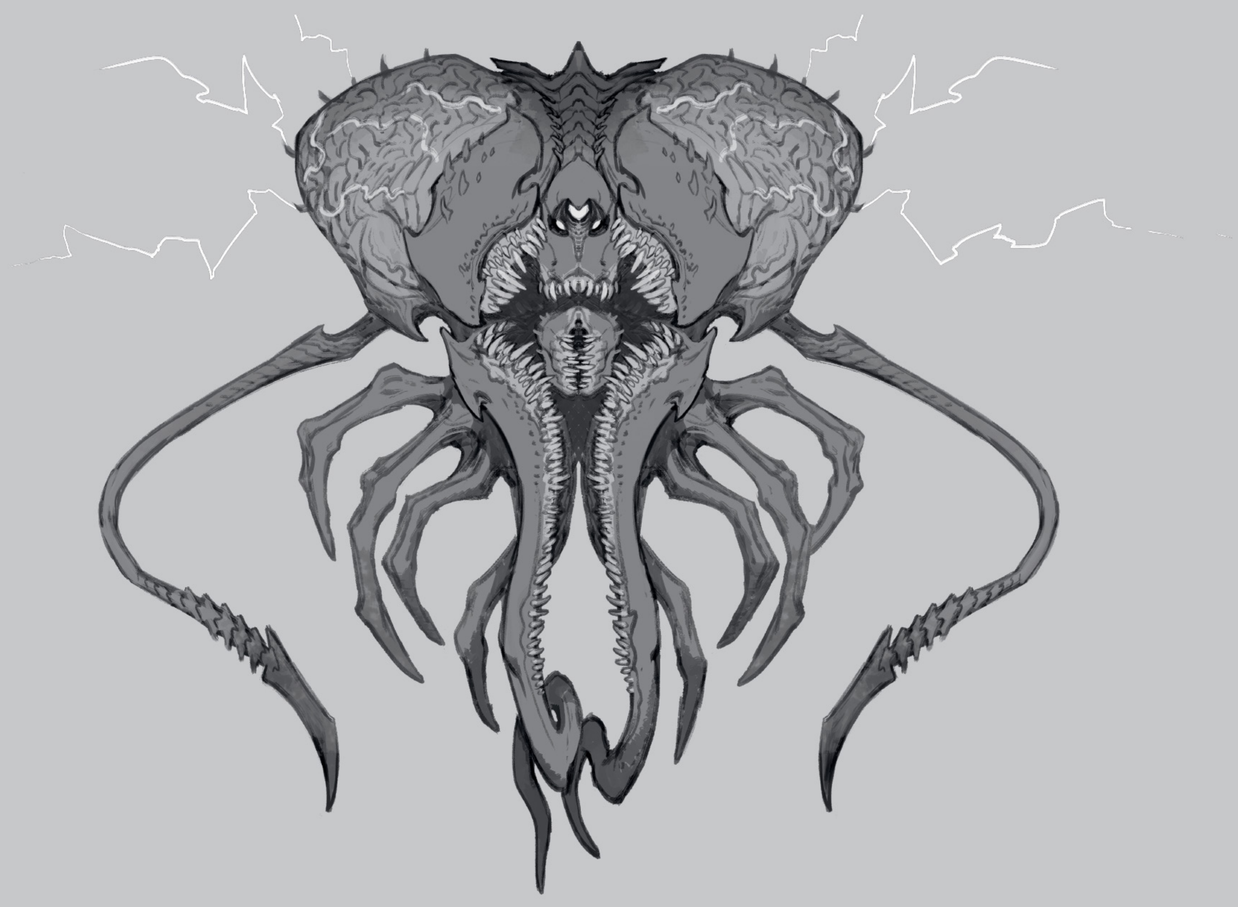
Battle Knight Ideation—Alex Palma

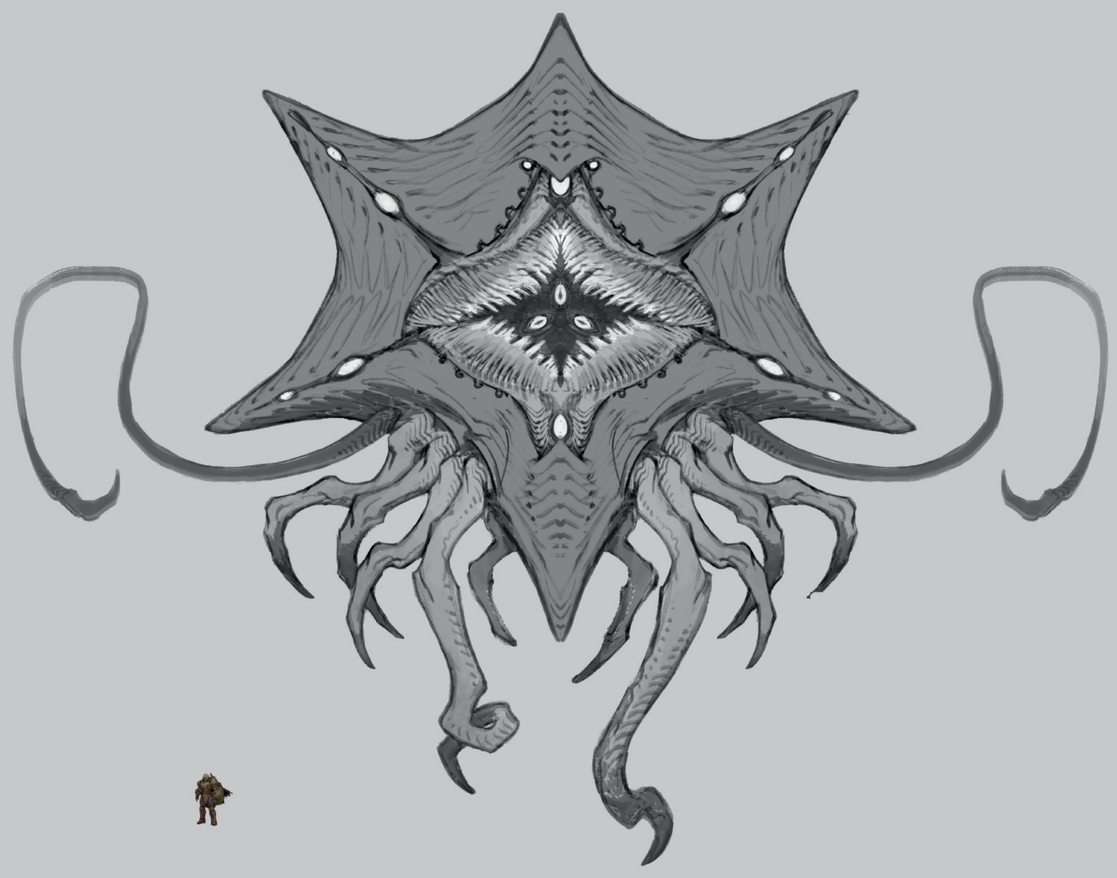
GIANT CACODEMON

An unholy fusion of Hell's sphere-beasts and the Witch's cosmic horrors, these monstrosities drift through darkened skies on wings unseen.

Though already colossal, these abominations would, given centuries, swell to engulf entire worlds in their ravenous maws.







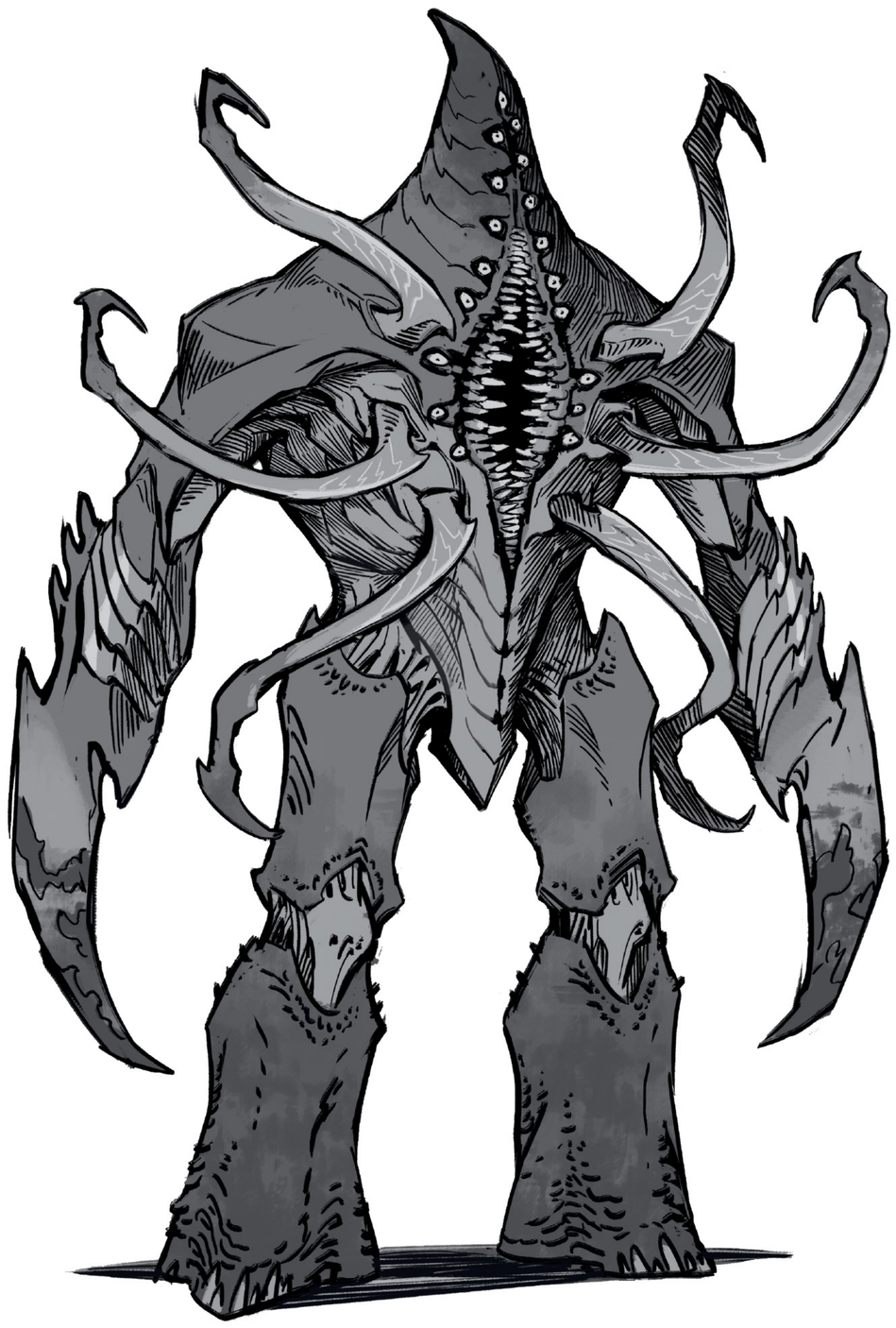
[opposite] Giant Cacodemon—William Bao / [above] Giant Cacodemon Ideation—William Bao

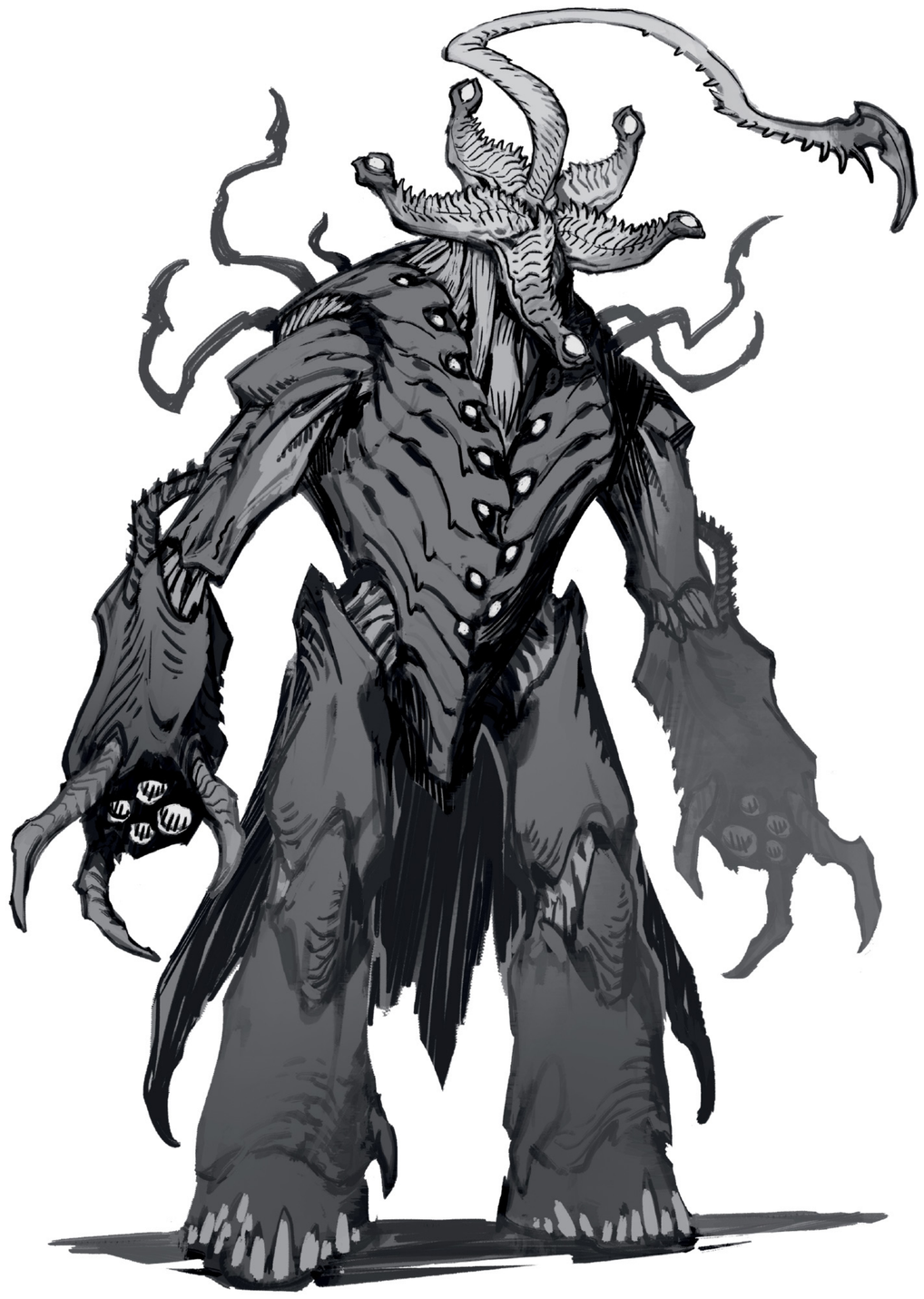
Cacodemon Ideation—Alex Palma

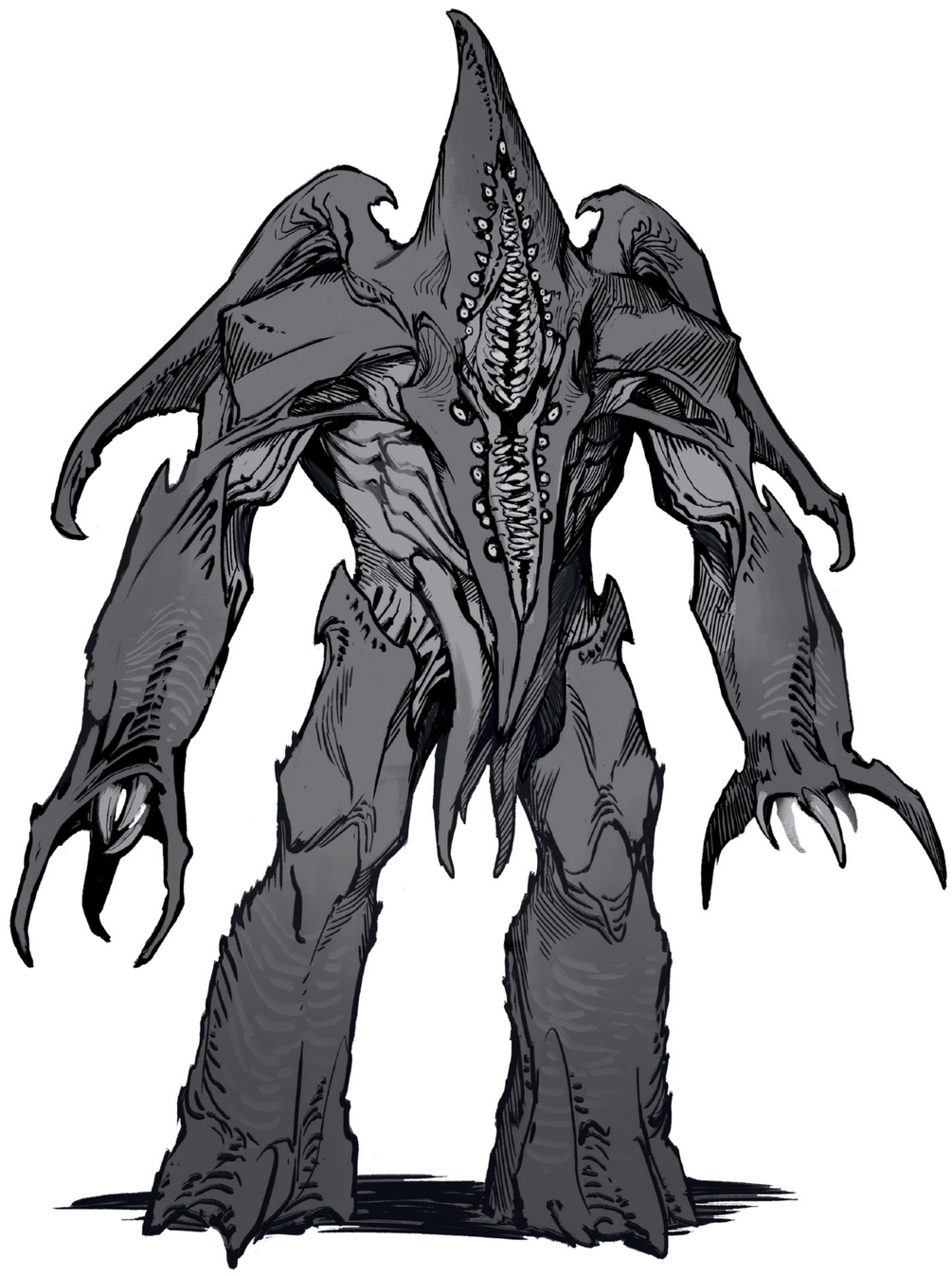
[above & opposite] Cacodemon Final—Alejandro Mirabal

COSMIC BARON

The Cosmic Baron, a construct of eldritch design, emerges from the mollusk vats of the Okkryth Synthesists, techno-sorcerers of the Cosmic Realm. Forged through forbidden gene-splicing, its grotesque form mirrors the Barons of Hell and marks the unholy union between their worlds.

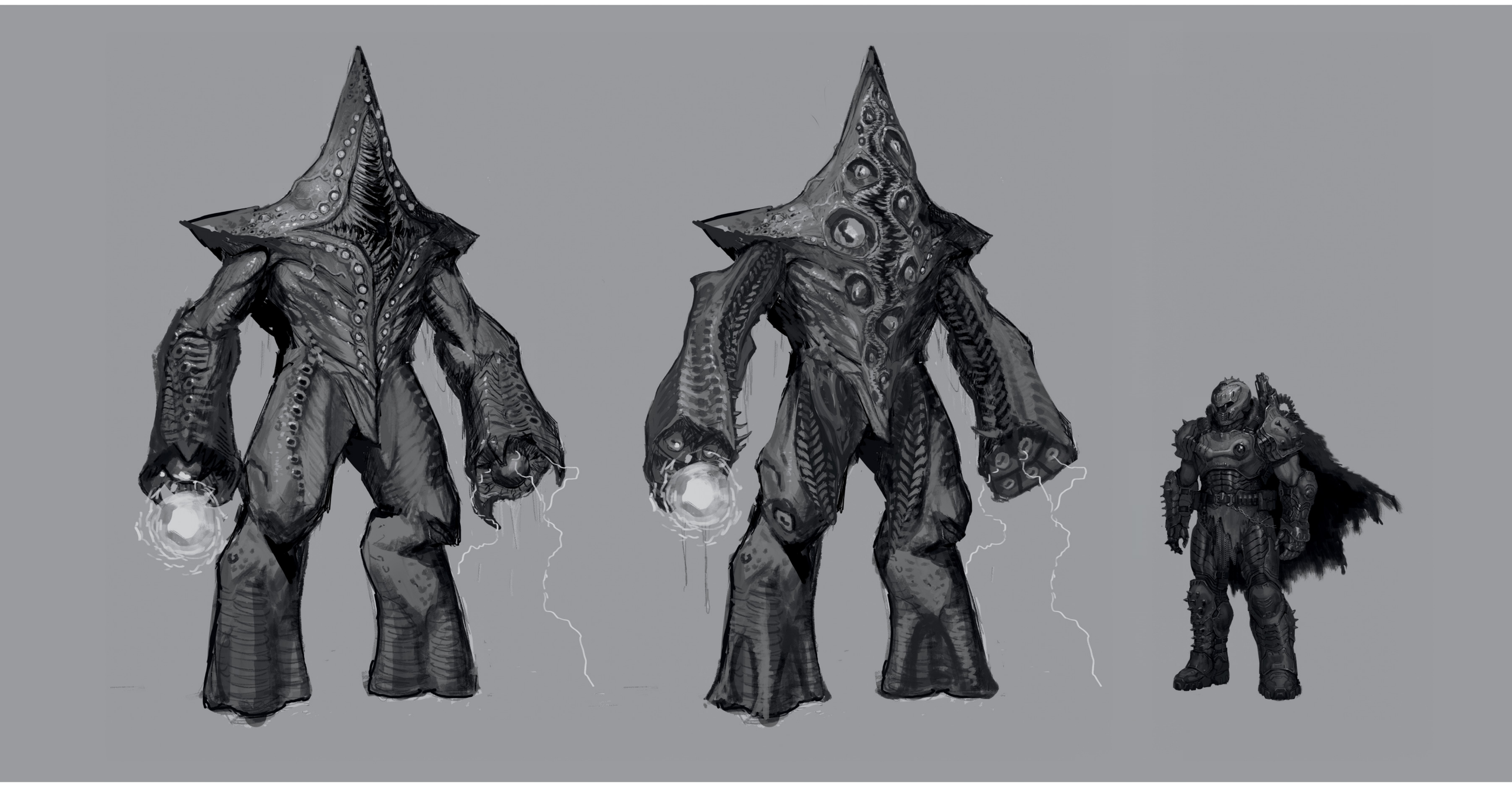




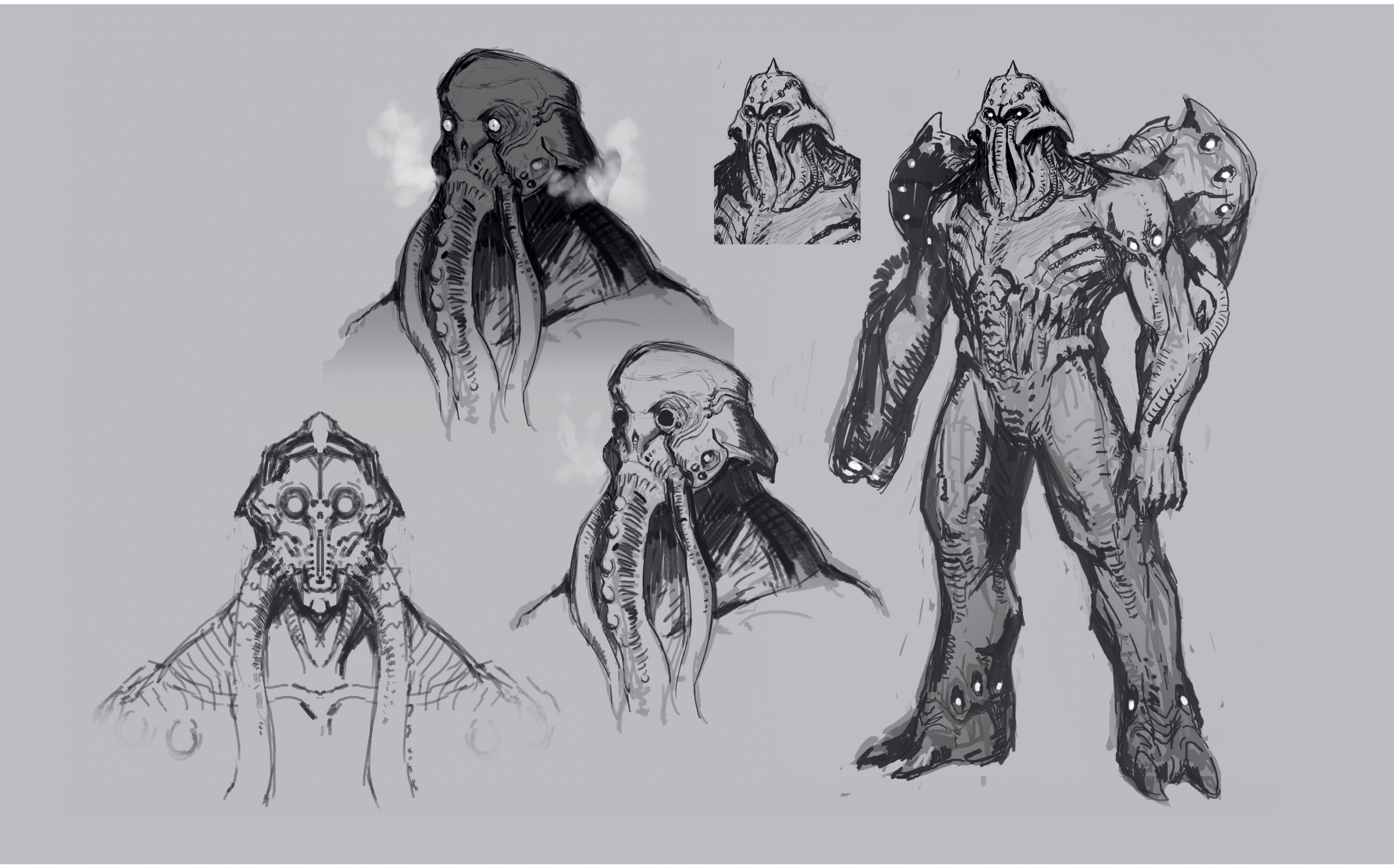


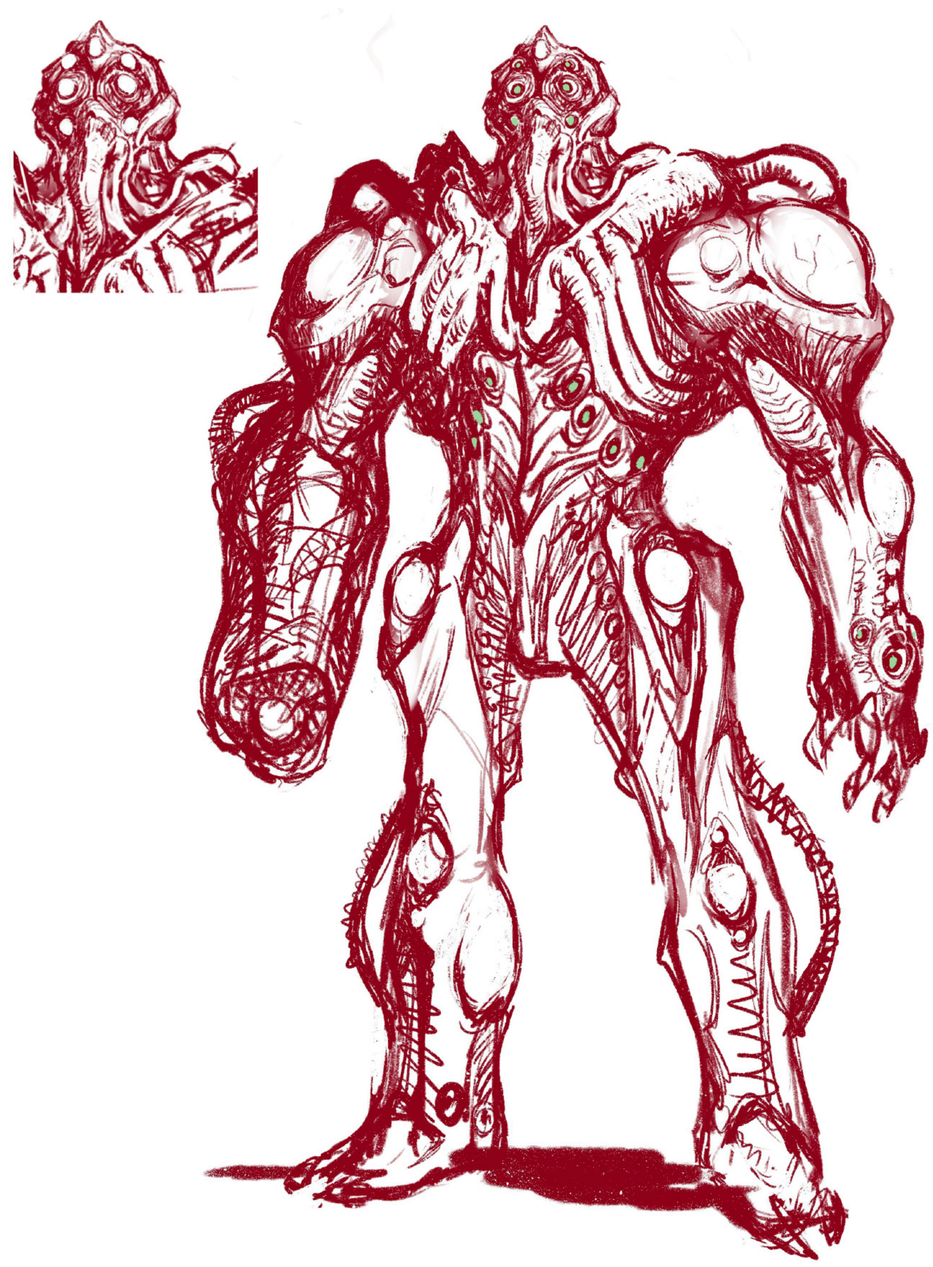
Cosmic Baron Ideation—William Bao

Cosmic Baron Ideation—William Bao



Cosmic Baron Ideation—Emerson Tung





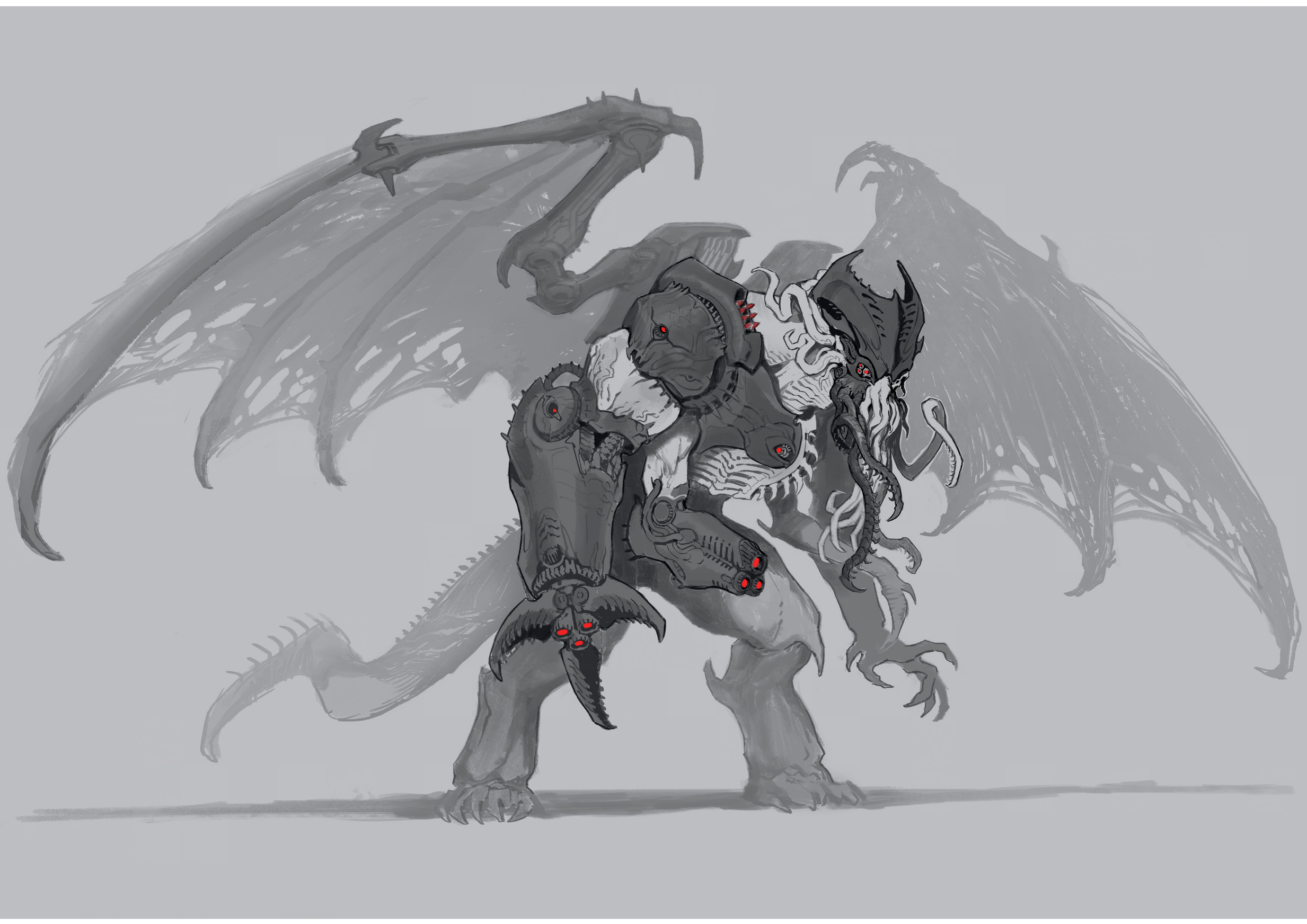
Cosmic Baron Ideation—Emerson Tung

THE OLD ONE

The Old One, the fallen god of the Cosmic Realm, was resurrected by Prince Ahzrak's dark priests in a vile act of domination. Once revered as the Witch's deity, its revival bound her and it to Hell's eternal service. Yet resurrection by Hell's hand carries a dreadful price—what returns is never the same. Stripped of chaotic divinity, the Old One rises now as a corrupted machine of terror bound in monstrous service to Hell's will, enslaved to darkness for all eternity.

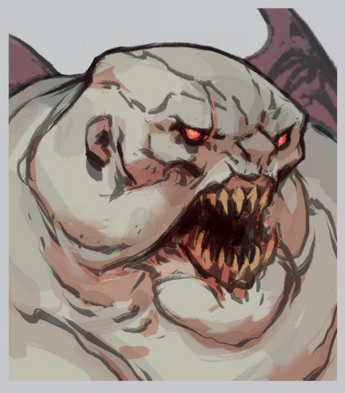
The Old One—William Bao

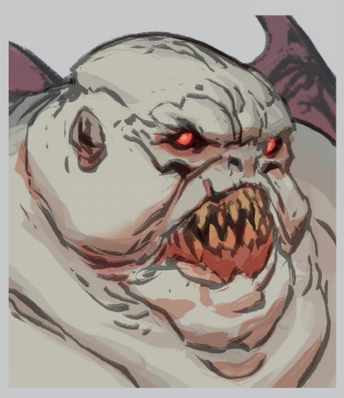
[opposite] The Old One—William Bao / [above] The Old One Turnaround—William Bao

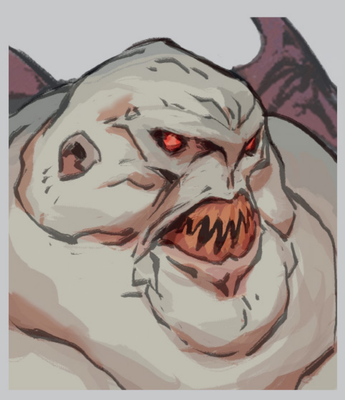


The Old One Ideation—William Bao

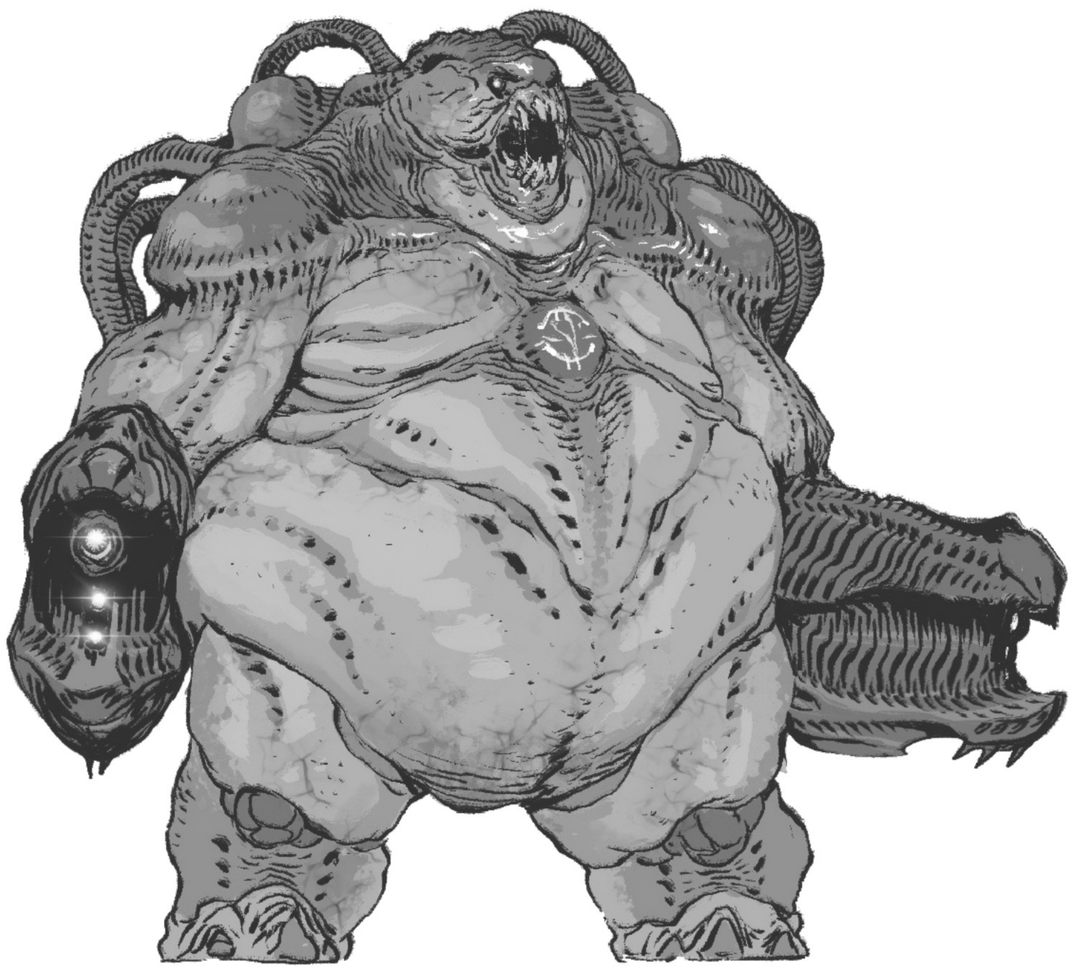
The Old One Ideation—William Bao



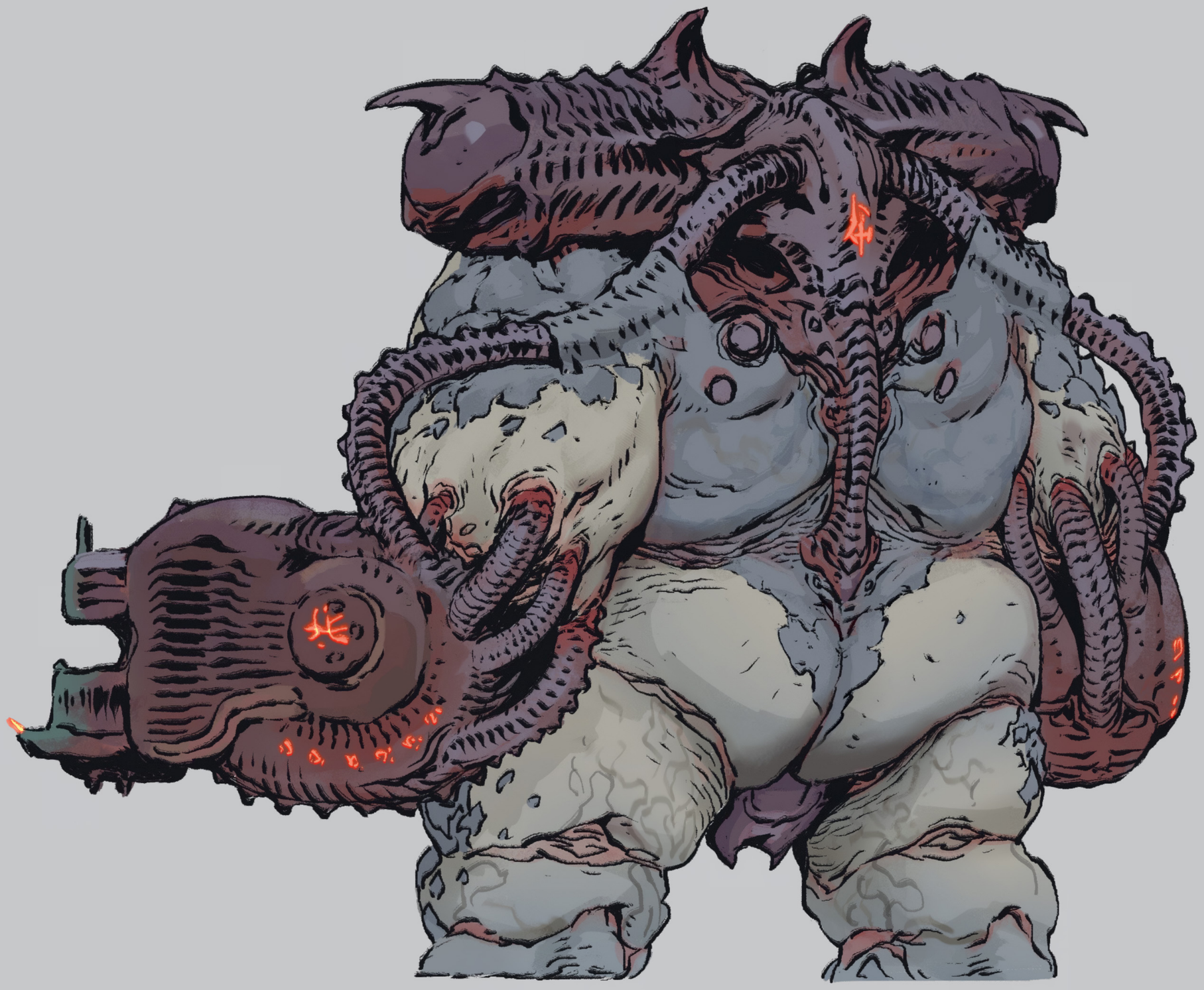


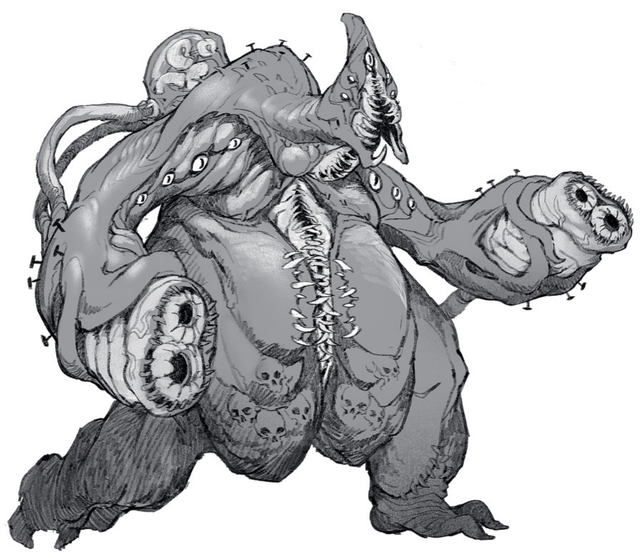


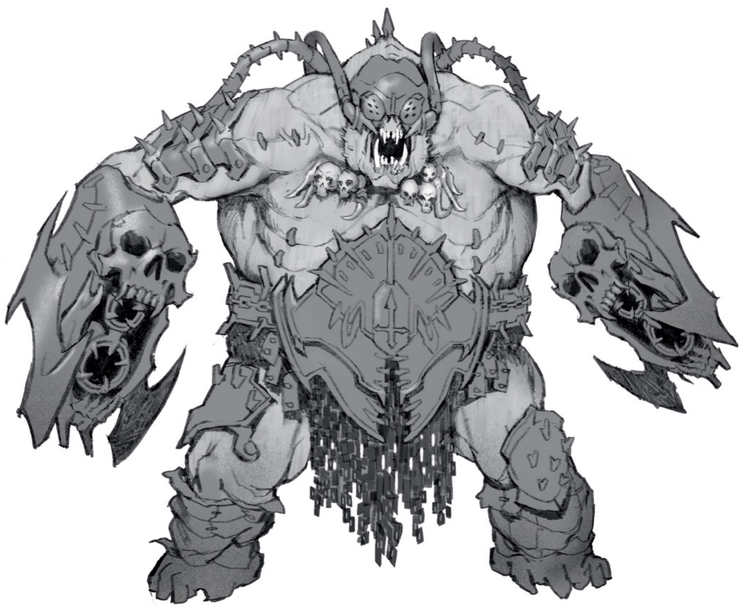
Mancubus—Alejandro Mirabal



Mancubus Ideation—Alejandro Mirabal





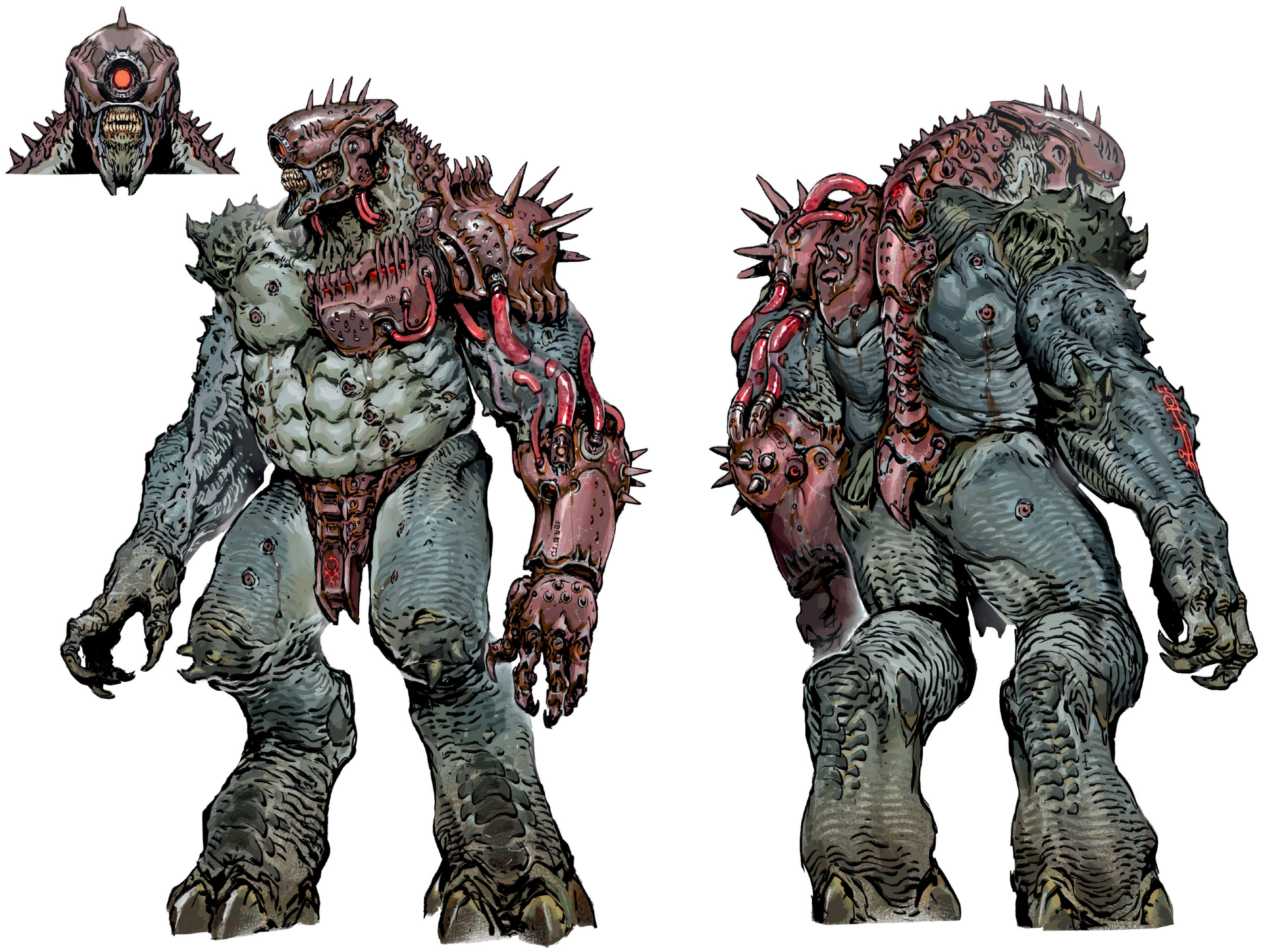


Mancubus Ideation—William Bao

The Witch—Alejandro Mirabal

Witch Head ideation—Alejandro Mirabal

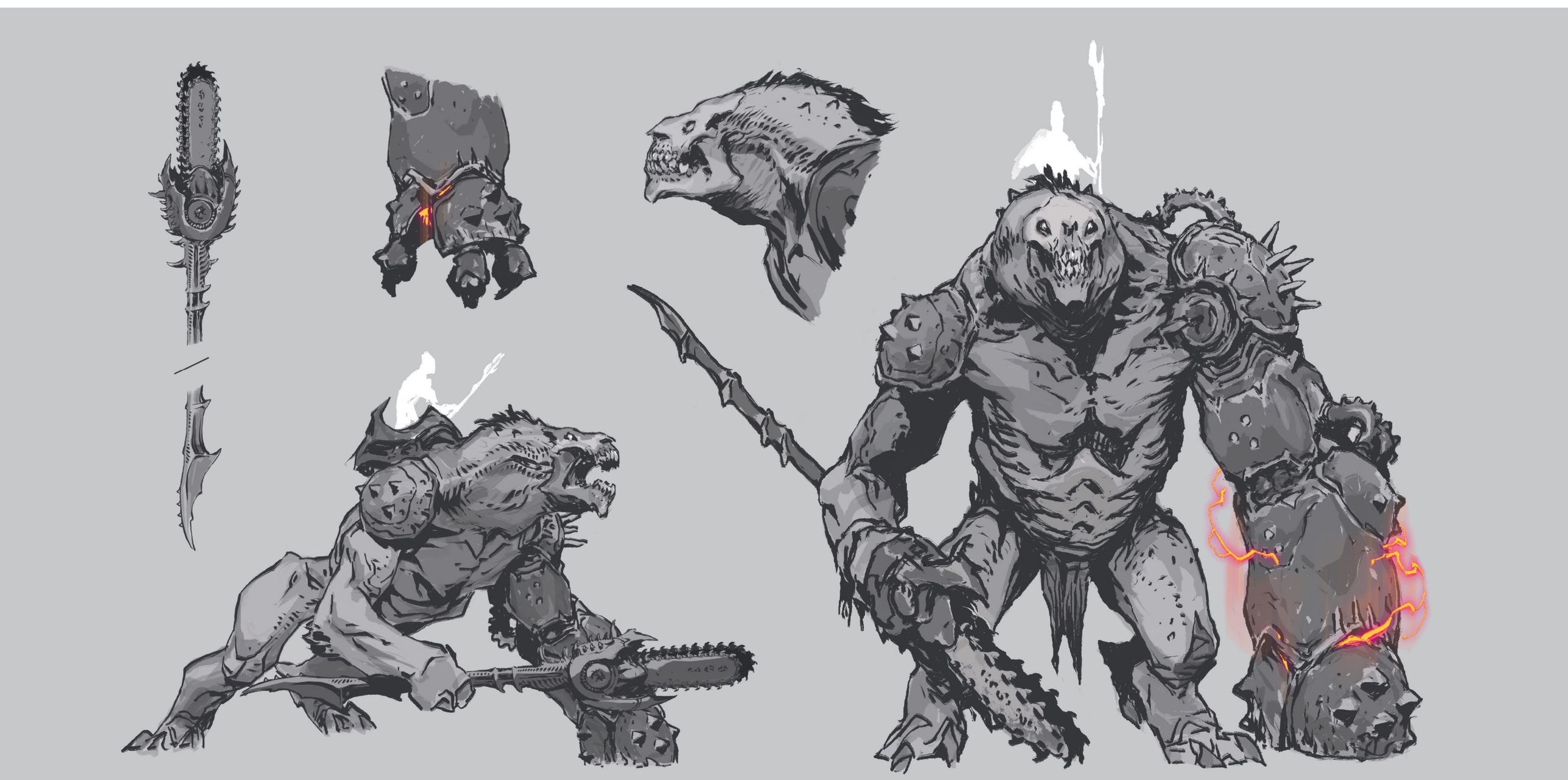
Witch Ideation—Alejandro Mirabal



Cyclops Titan—Alejandro Mirabal

Armored Titan—William Bao

Komodo—Alejandro Mirabal

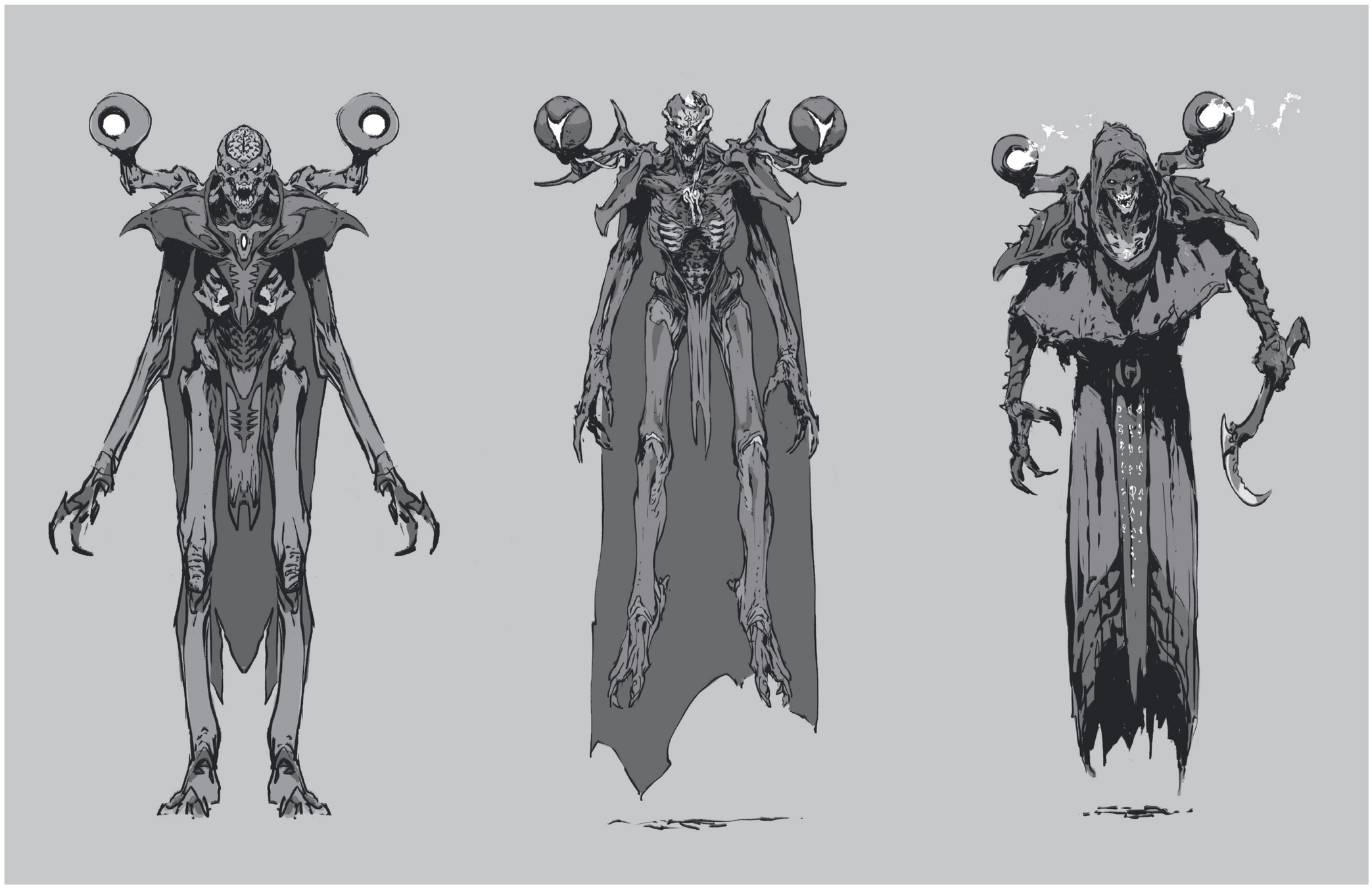


Komodo Ideation—Alejandro Mirabal

Pinky Rider—Emerson Tung

Pinky Rider Turnaround—Emerson Tung

Revenant Ideation—Alex Palma



Revenant Ideation—Alejandro Mirabal

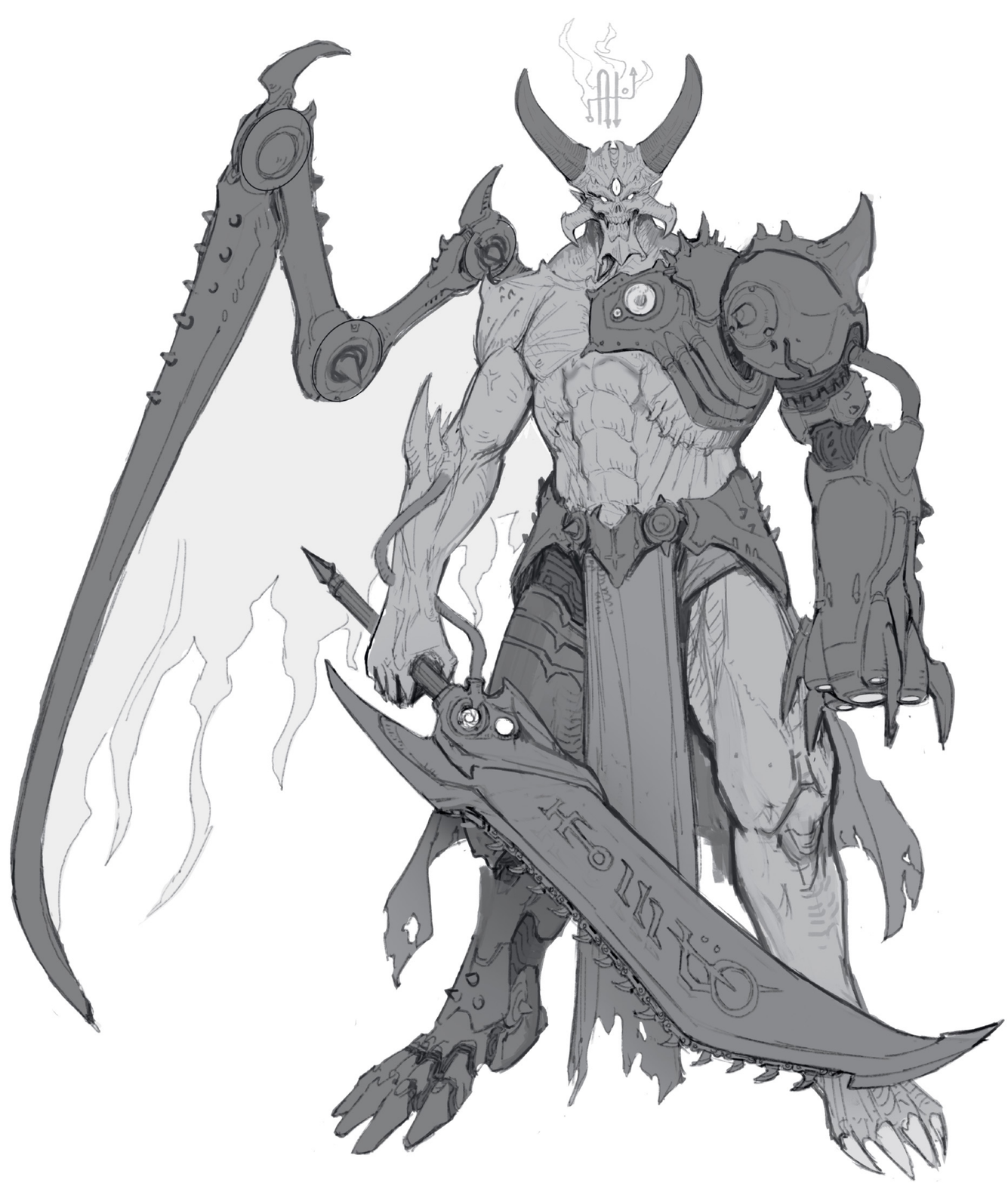
Revenant Final—Alejandro Mirabal

Soldier Final—Alejandro Mirabal

CYBERDEMON

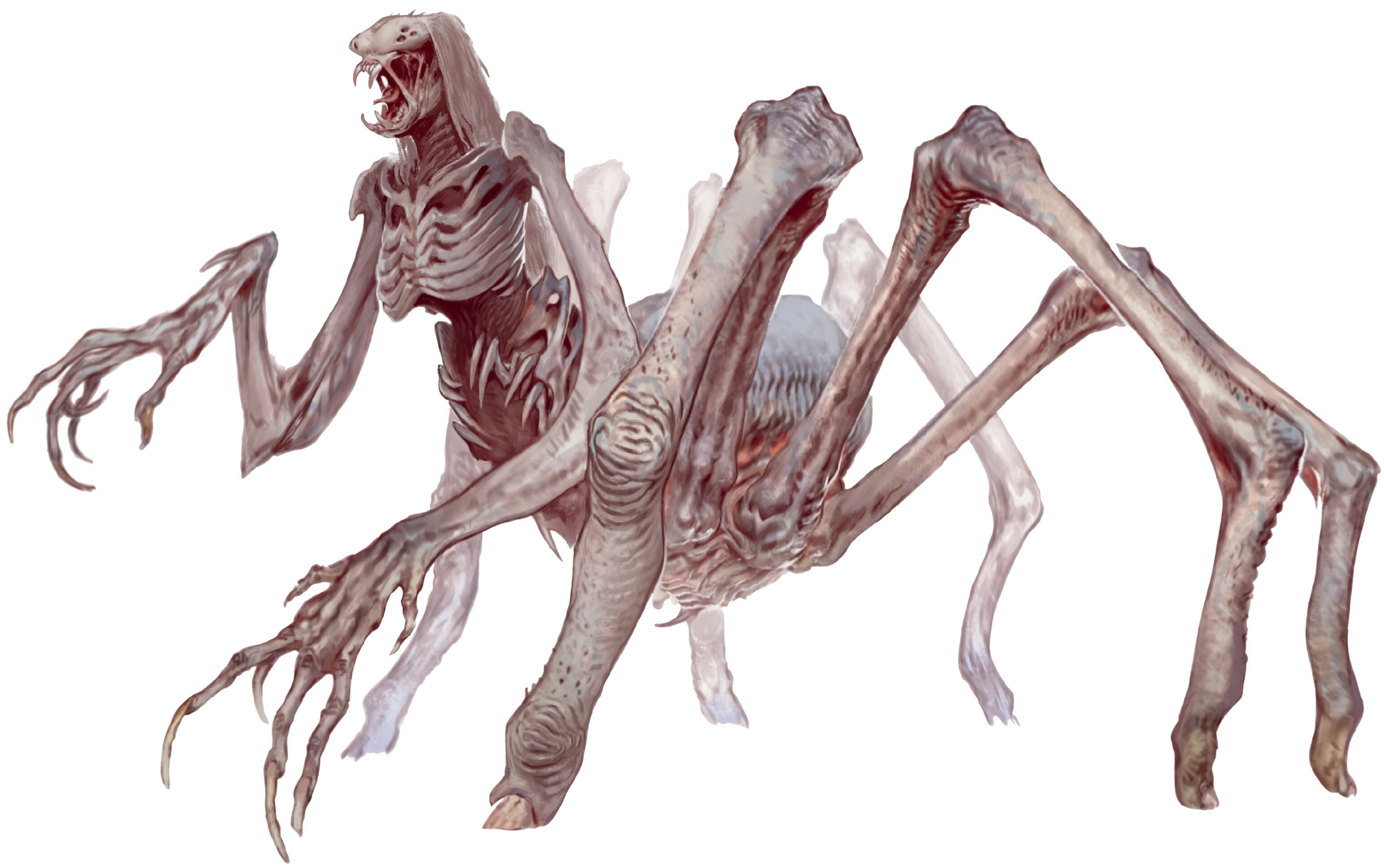
The Cyberdemons, highest among Hell's infernal ranks, are ancient, mythical beasts—elders of the horde. Masters of annihilation, they command the lesser beasts with calculated brutality, driving them toward Prince Ahzrak's dark vision. Their lineage stretches back to the primeval age of the post-Jekkad era, their history steeped in blood and fire. Fearing rebellion, Ahzrak severed the tendons of their mighty wings, grounding them in eternal servitude. Yet bound by instinct and tradition, these warlords remain loyal to their master.

Cyberdemon Ideation—Emerson Tung



[opposite] Cyberdemon—Emerson Tung / [above] Cyberdemon Ideation—Emerson Tung

Vagary Heads—Alejandro Mirabal



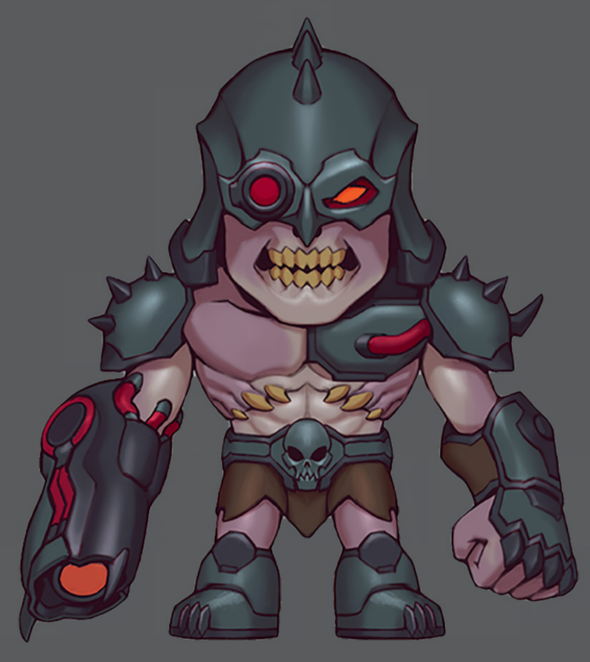
Vagary Ideation—Alejandro Mirabal

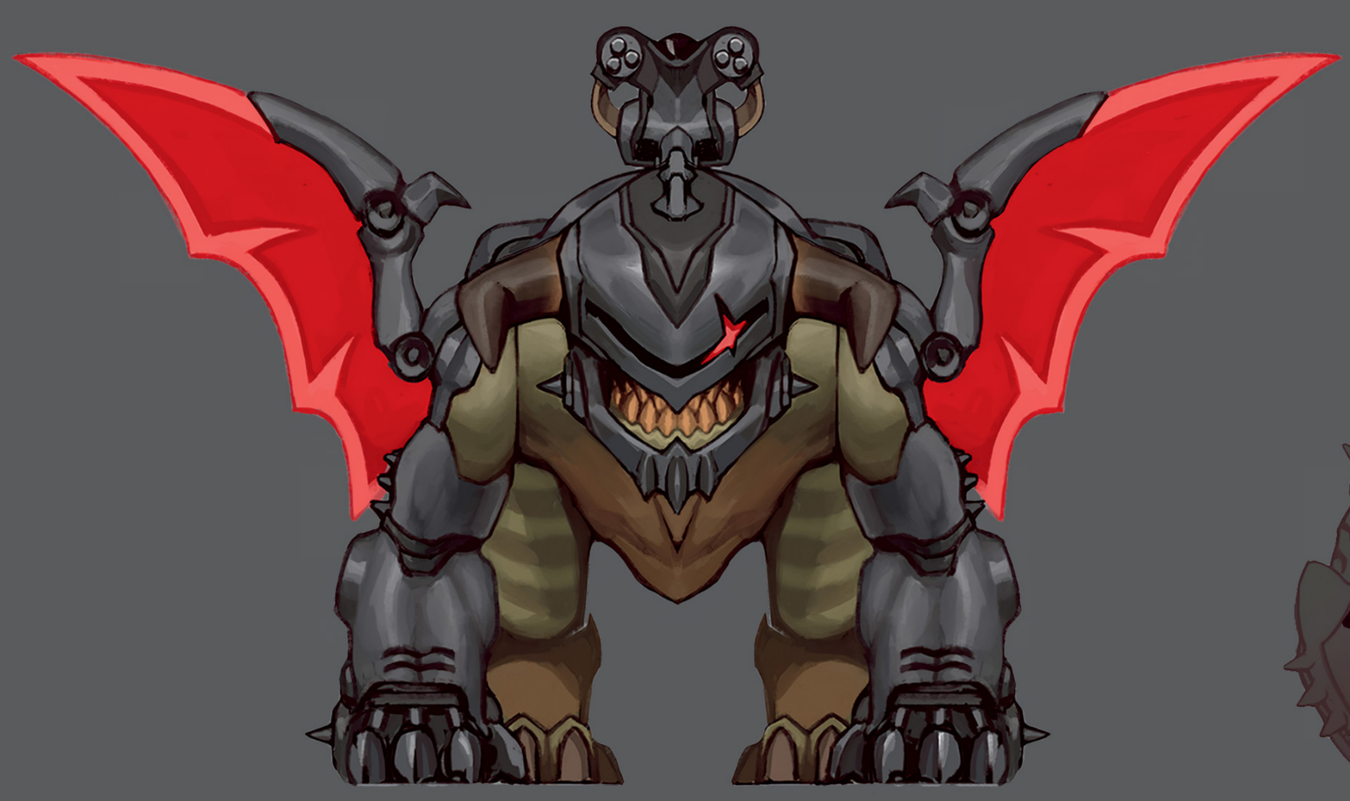
Vagary Final—William Bao

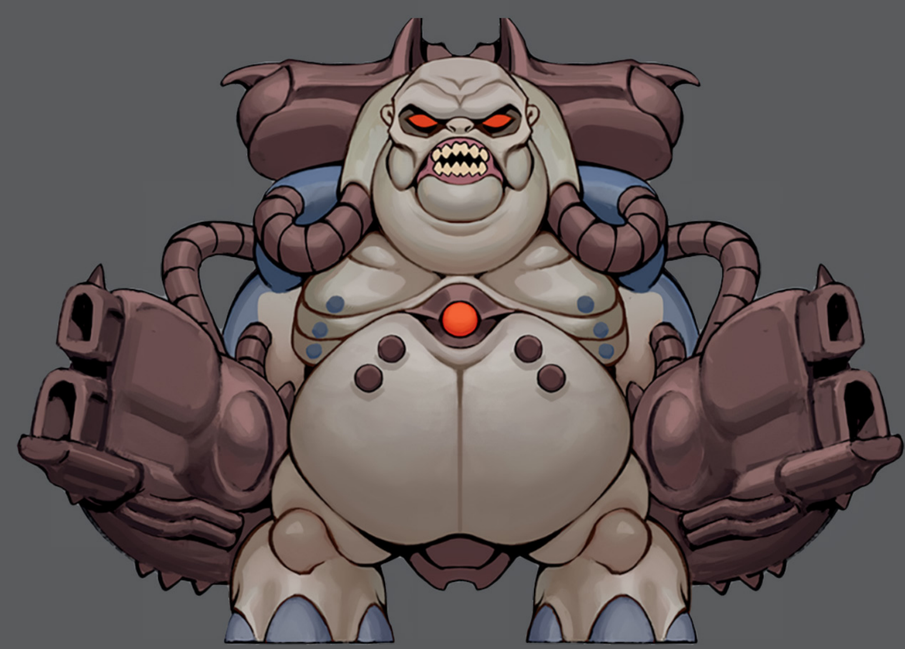
Vagary Final Callout—William Bao

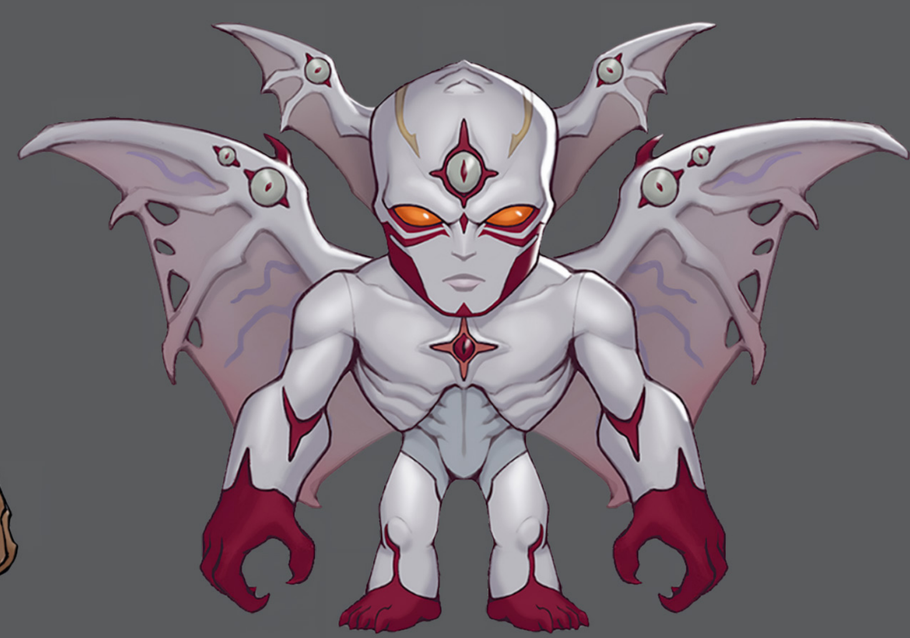
Vagary Legs Callout—William Bao

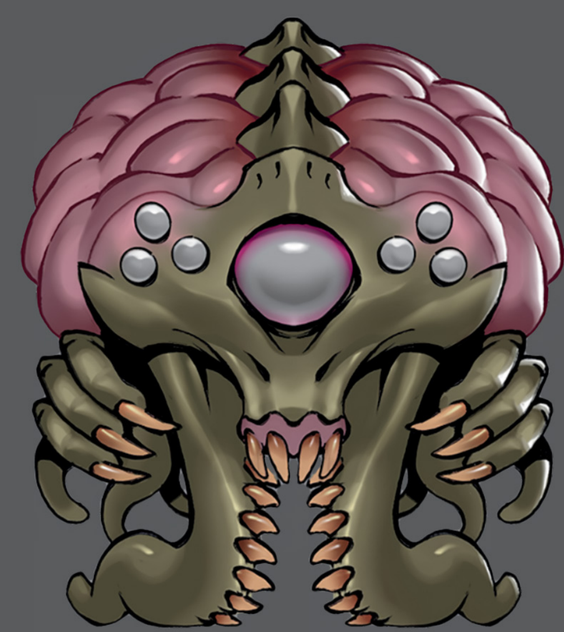
Unused Enemy Exploration—Emerson Tung

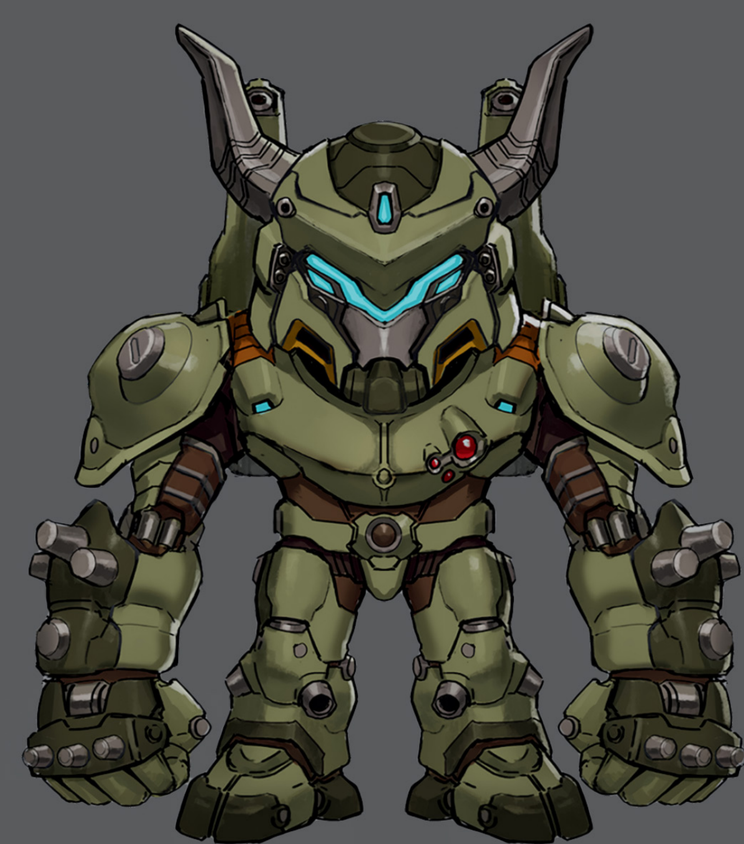












Collectibles—Alejandro Mirabal, Emerson Tung, Ethan Evans, William Bao

CHAPTER 3

LOCATIONS

Intro Vista Cinematic—Nathan Elmer

Intro Vista—Nathan Elmer

ARGENT D'NUR

In a parallel dimension that mirrors our own lies Argent D'Nur, a planet of ancient magic and indomitable warriors. The Night Sentinels, the elite guardians of this world, stand resolute against the infernal legions of Hell, which breach their reality through tears in the fabric of existence.

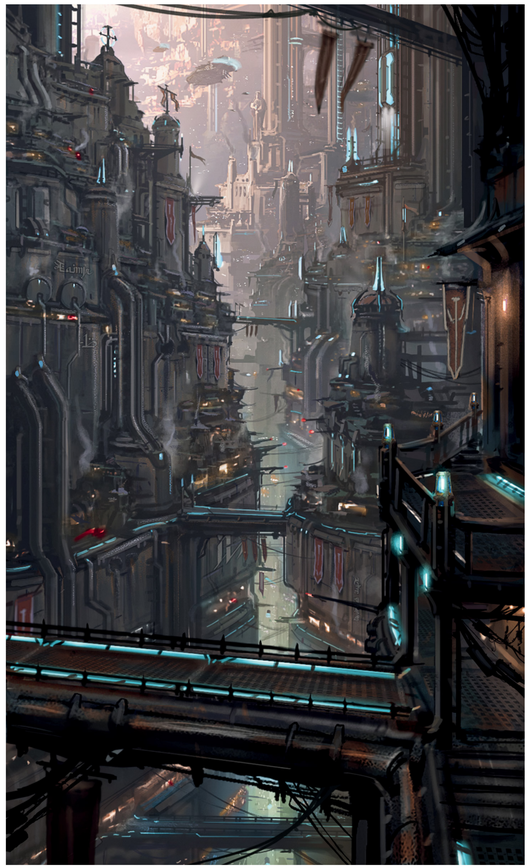
In their darkest hour, the Sentinels turned to their divine protector gods, the Maykrs. Answering their desperate pleas, the Maykrs bestowed their blessing upon an outlander, a stranger who had recently arrived amid the chaos. This chosen warrior became their living weapon, a force of vengeance unleashed upon the demonic tide.

The Night Sentinels have battled many foes, but none are as relentless as the demonic legions of the Dark Realm. These infernal forces breach dimensions, striking swiftly and retreating, leaving only devastation behind.

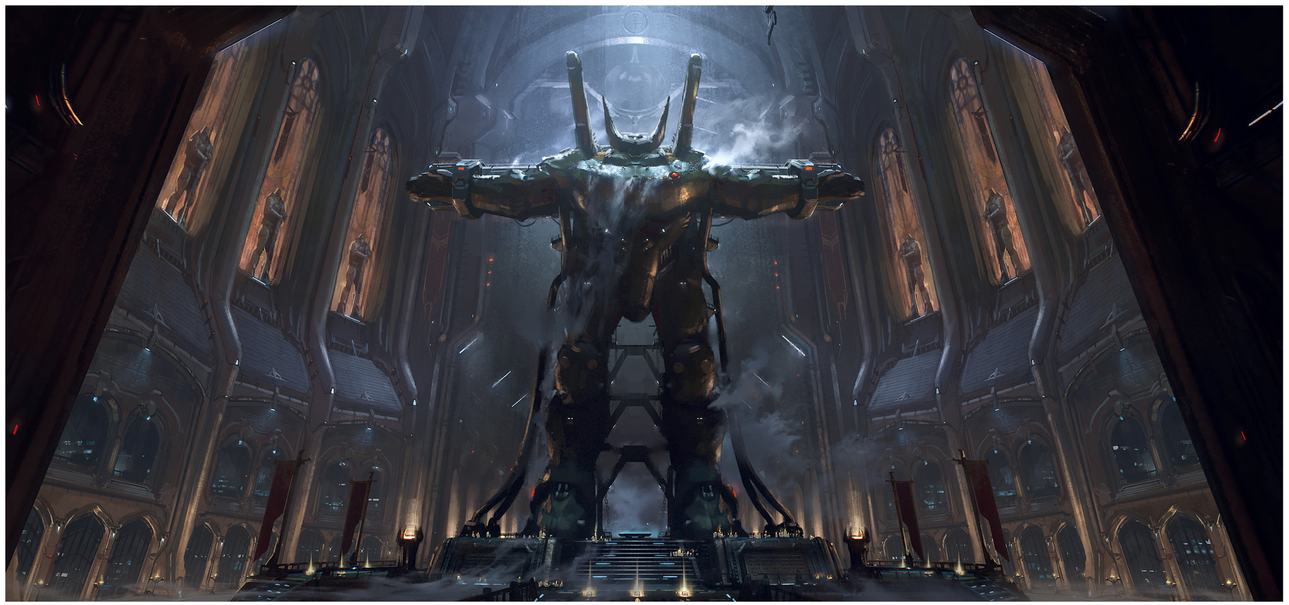
Khalim City Interior—Ethan Evans

Sentinel Building—Colin Geller

Atlan Hangar Ideation—Ethan Evans



Hebeth Cliffside City—Ethan Evans



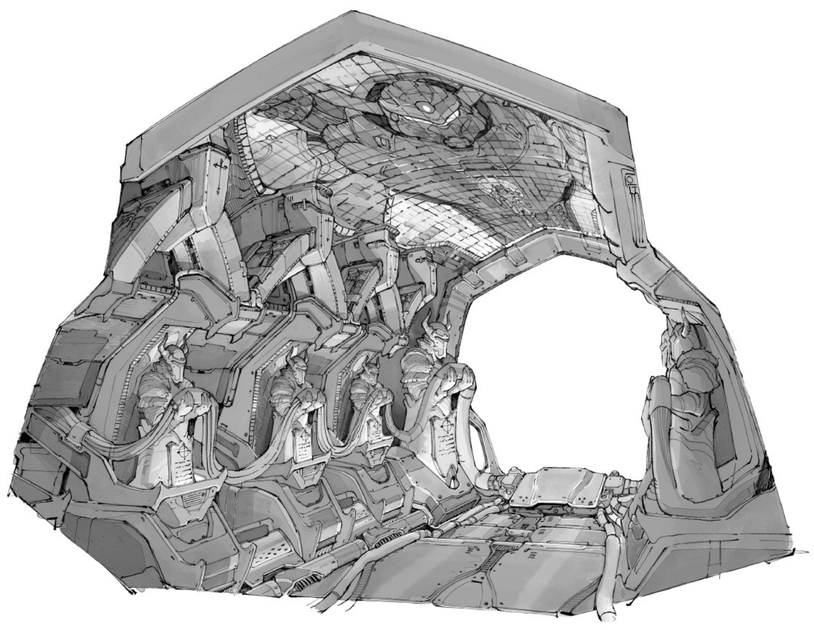
Hebeth Atlan Church— Nathan Elmer

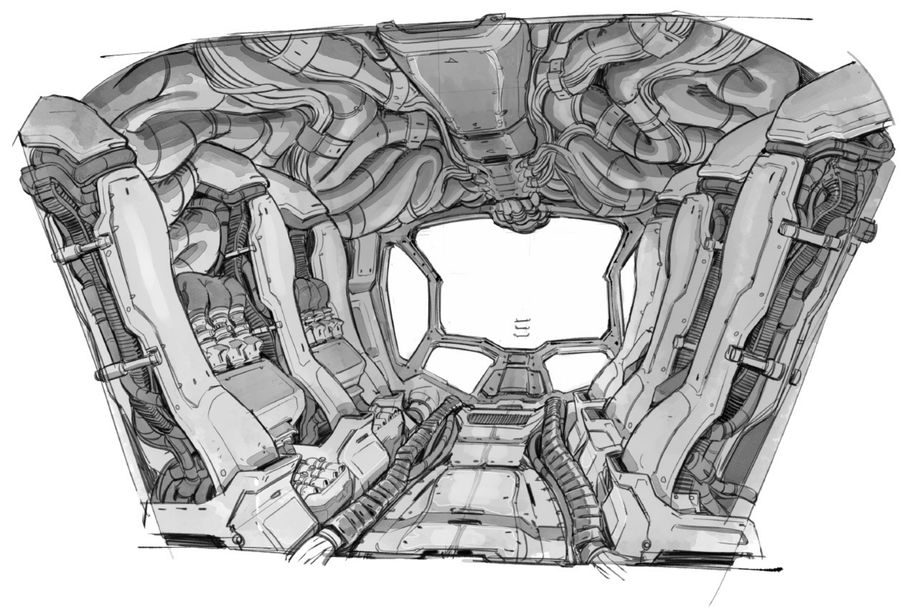
Atlan Church Ideation—Ethan Evans

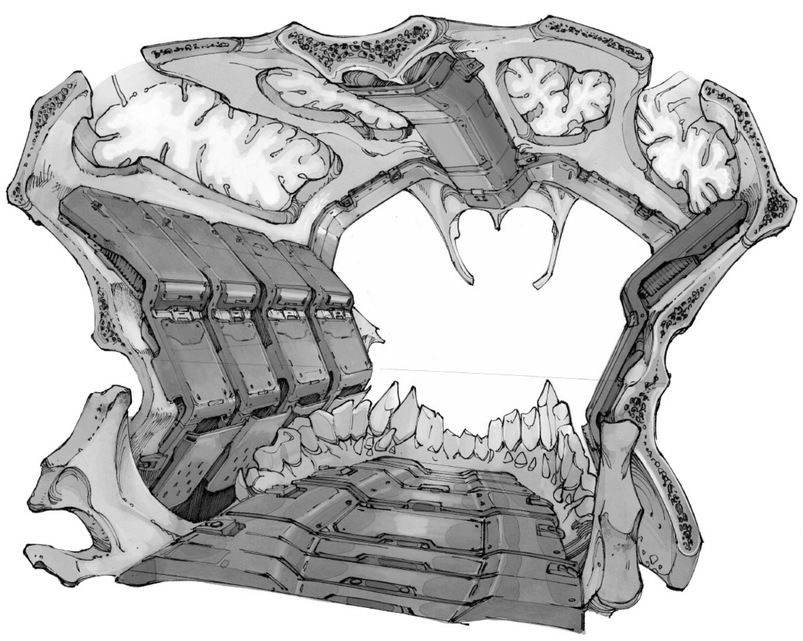
Atlan Cockpit Mood— Nathan Elmer

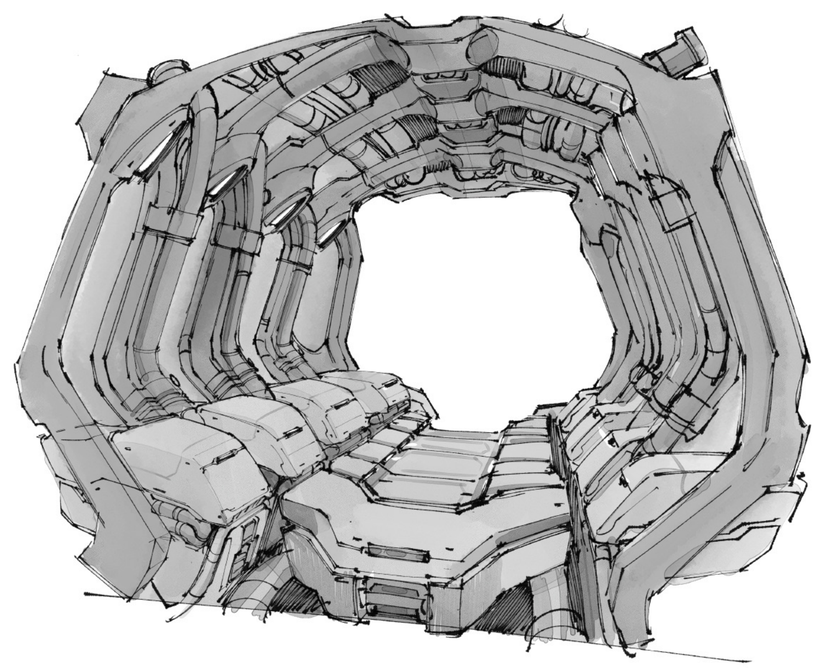
Hebeth Atlan Launch— Nathan Elmer

Atlan Cockpit—Olympia Sweetman





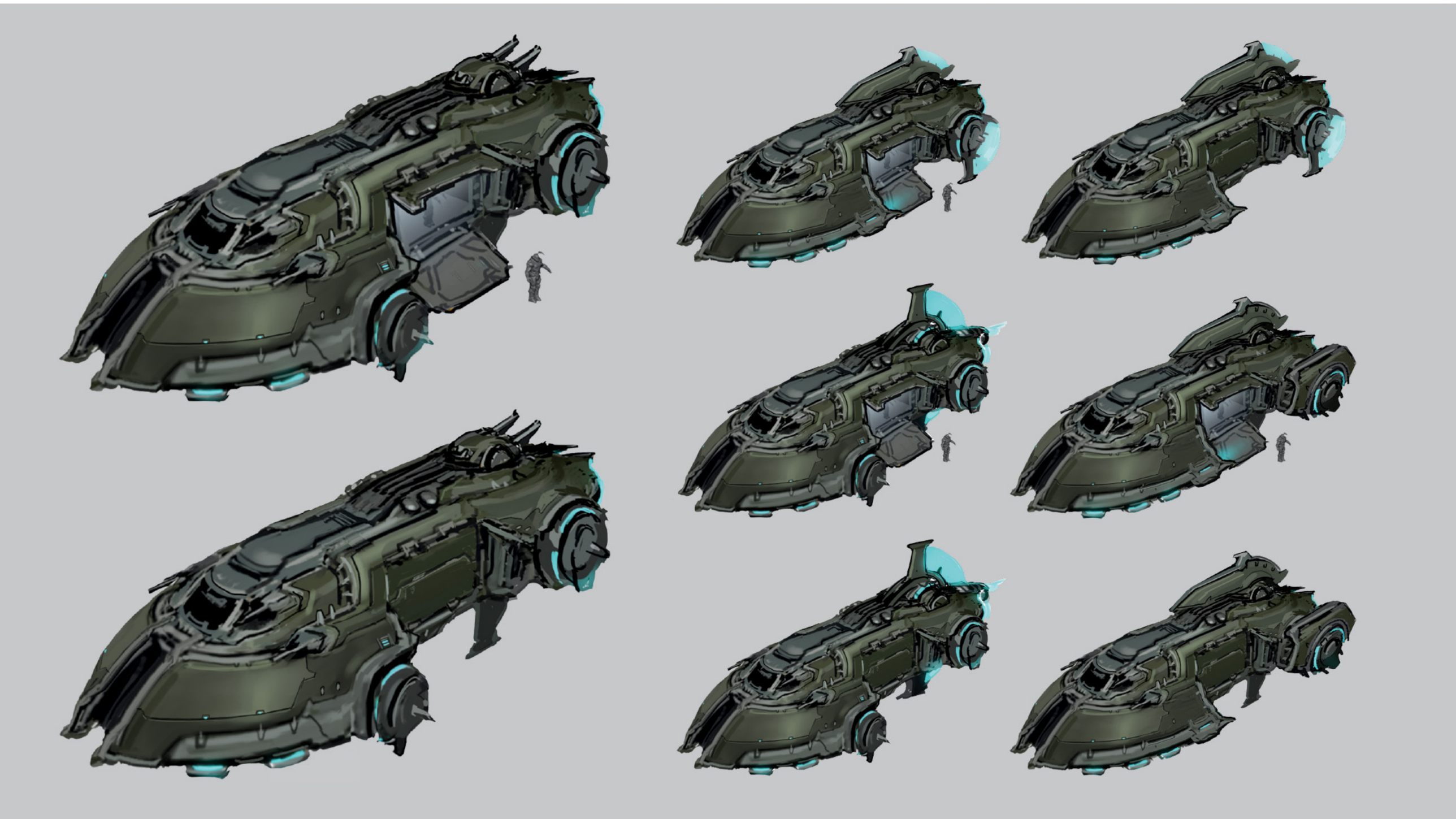




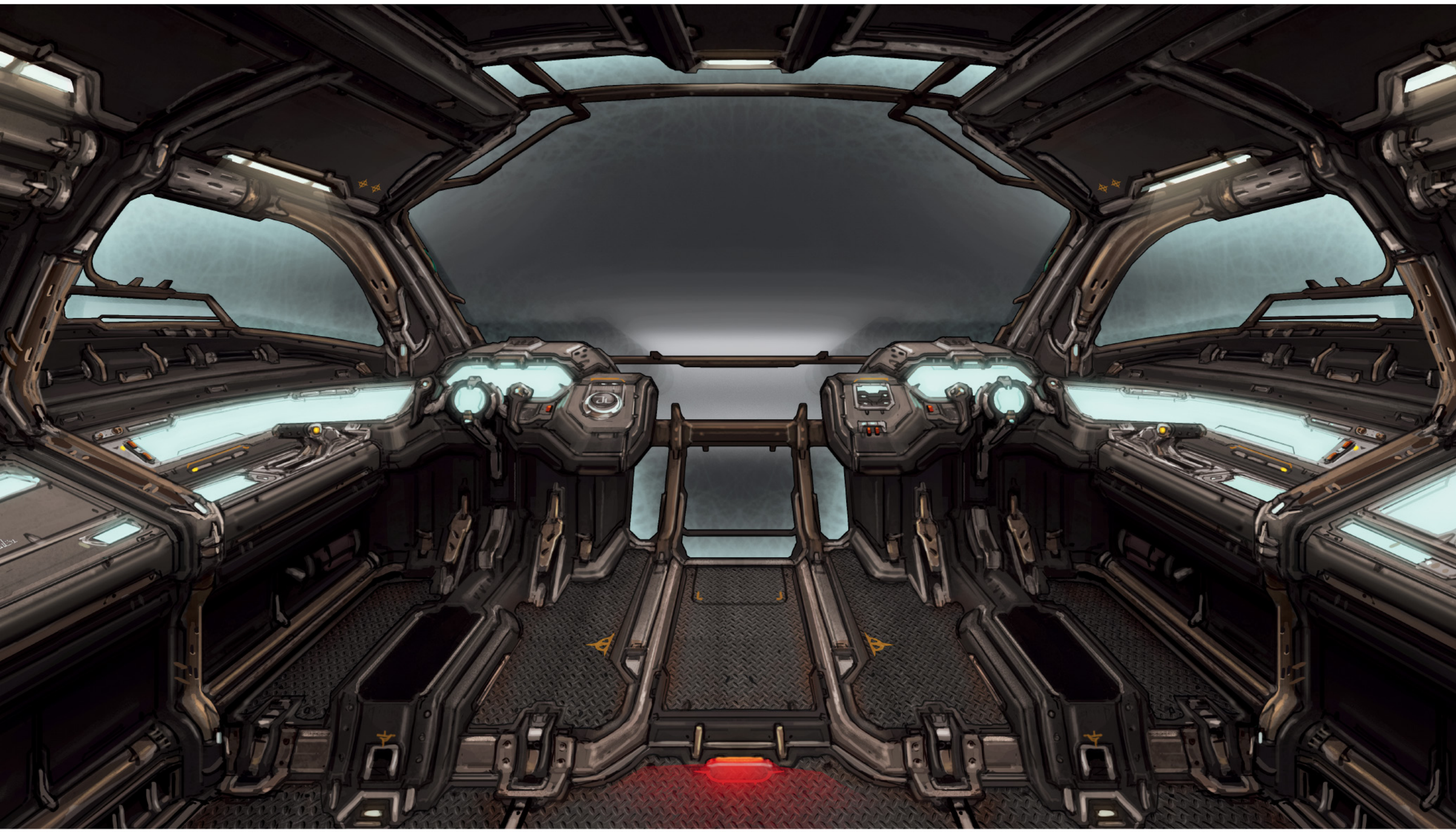
Atlan Cockpit Ideation—Olympia Sweetman

Sentinel Drop Ship—Ethan Evans

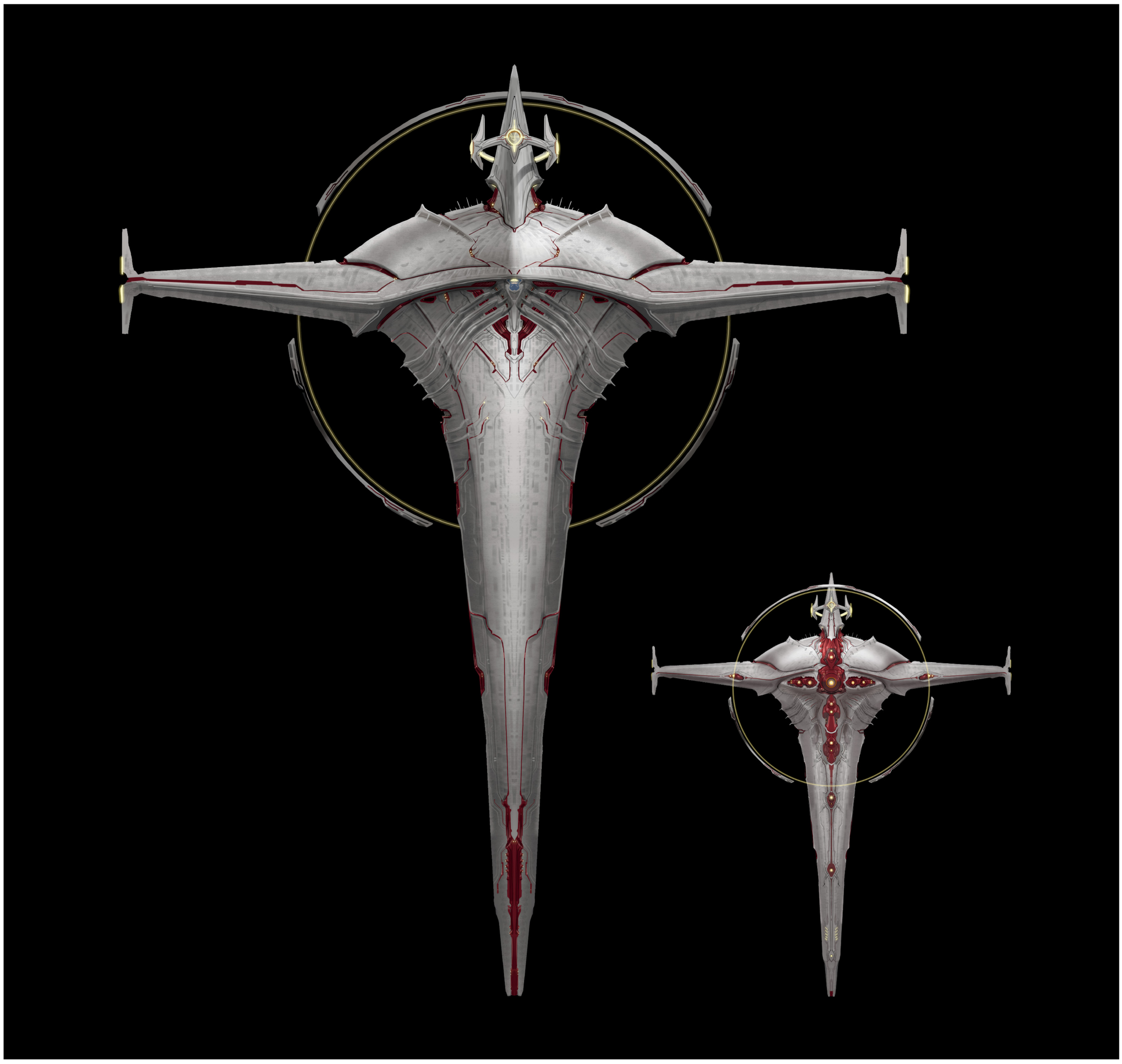
Sentinel Drop Ship—Ethan Evans



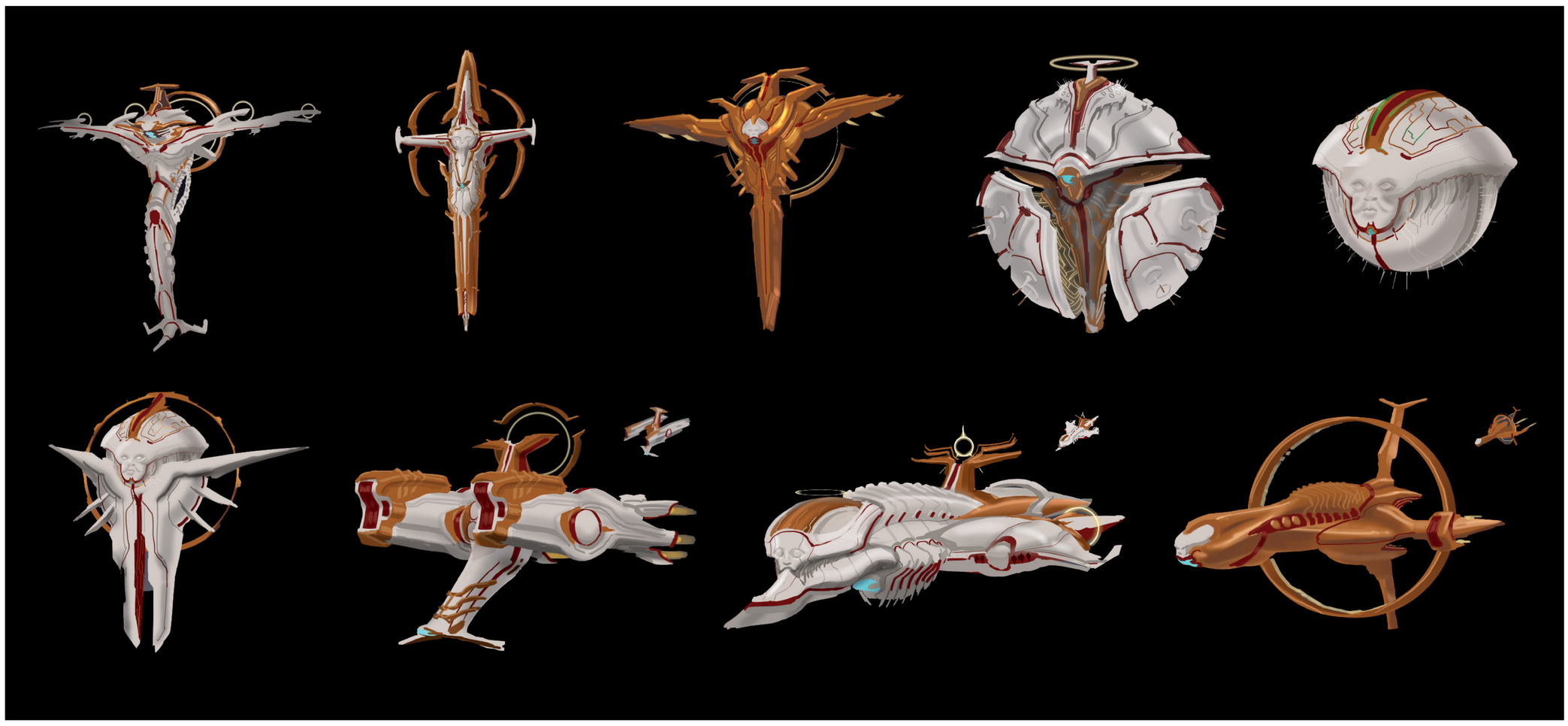
Sentinel Drop Ship Ideation—Ethan Evans



Sentinel Drop Ship Interior—Ethan Evans



Kreed Maykr's Ship—Colin Geller



Kreed Maykr's Ship Ideation—Colin Geller

Kreed Maykr's Ship Bridge—Colin Geller

Maykr Console—William Bao

Sentinel Barracks Dragon Den—Colin Geller

SENTINEL BARRACKS

Built atop the titanic skeletal remains of ancient Ancestrals rises Cantoth, the sister city to Exultia. Cantoth is renowned for training the fiercest legions of Sentinel warriors. At its heart the towering Sentinel Barracks pierces the clouds, housing the revered Argent Enclave where Sentinel clans convene. Across the valley the Drakhelm looms, crowned by a colossal ancestral skull where dragons are raised and trained for battle. Sentinels embark on a perilous pilgrimage through the mountains to reach Cantoth, undergoing rigorous initiations to prove their resolve. Only the most decorated knights can earn the honor of bonding with a dragon and joining the elite ranks of the Order of Aerum, a formidable mounted unit that soars into battle.

Sentinel Barracks Dragon Den Ideation—Colin Geller

Sentinel Barracks Ideation—Colin Geller

[above] Holy City—Nathan Elmer, Jon Lane / [below] Holy City Mood—Nathan Elmer

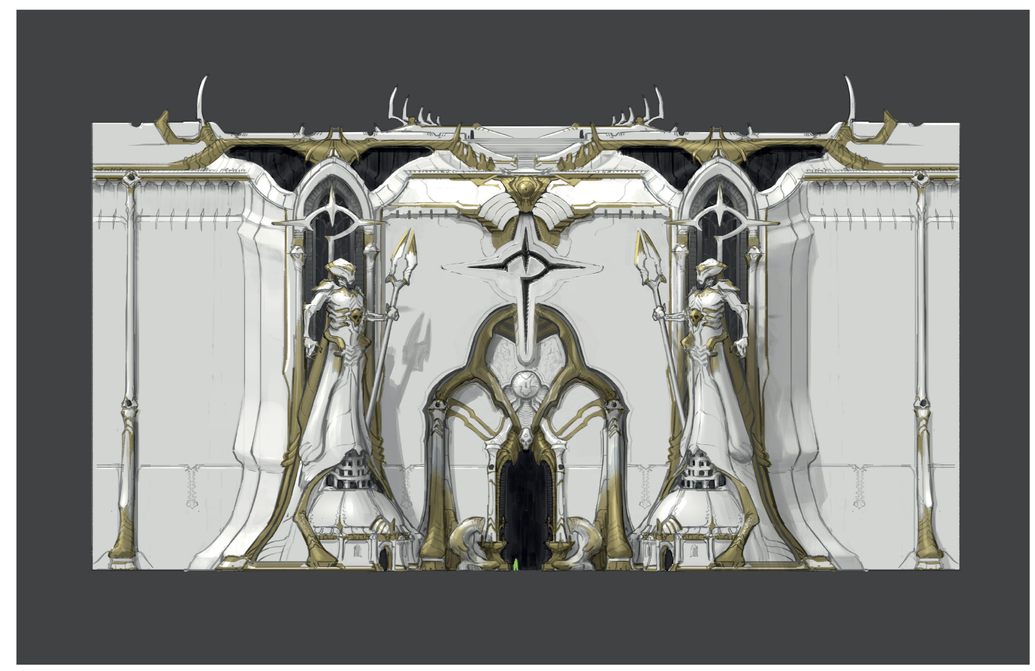
HOLY CITY OF ARATUM

The Holy City floats in ethereal splendor above Argent D'Nur, a sprawling sanctuary of gilded spires and luminous halls. This sacred epicenter of Sentinel theology houses relics and texts from the Age of the Ancestrals, preserved despite the outlawing of Wraith worship in favor of devotion to the Maykrs. Priceless artifacts line its opulent chambers, studied in reverence but guarded only by tradition. The city remains untouched by war, and its sanctity is upheld by an unspoken law: To spill blood here is to invite the wrath of both realms. It stands, timeless and inviolate, a monument to faith and restraint.

Holy City Citadel—Nathan Elmer

Holy City Lighting Paint Over—Nathan Elmer

Holy City Kit Callouts—Nathan Elmer



Holy City Callout—Nathan Elmer

Siege Wideshot Ideation—Colin Geller

Siege Tower—Colin Geller

Siege Façade Ideation—Colin Geller

Battle—Nathan Elmer

Forge Vista—Nathan Elmer

ANCESTRAL FORGE

In ancient times, two titanic Ancestrals, Gor the Colossus and Eldrakkon the Wyrm, clashed in a battle of unimaginable ferocity, their conflict echoing across Argent D'Nur. The earth trembled as Gor struck down Eldrakkon with a colossal blade, its impact forming the mountain range that now cradles Titan's Forge. Within the remains of the fallen draconic Ancestral, the Sentinels have wrought a forge of legend. Here, they mine the Ancestral's remains and extract the ancient blood, distilling it into potent fuel. High priests from bygone eras could awaken dormant energies within the giant sword, imbuing the Ancestral blood with otherworldly power.

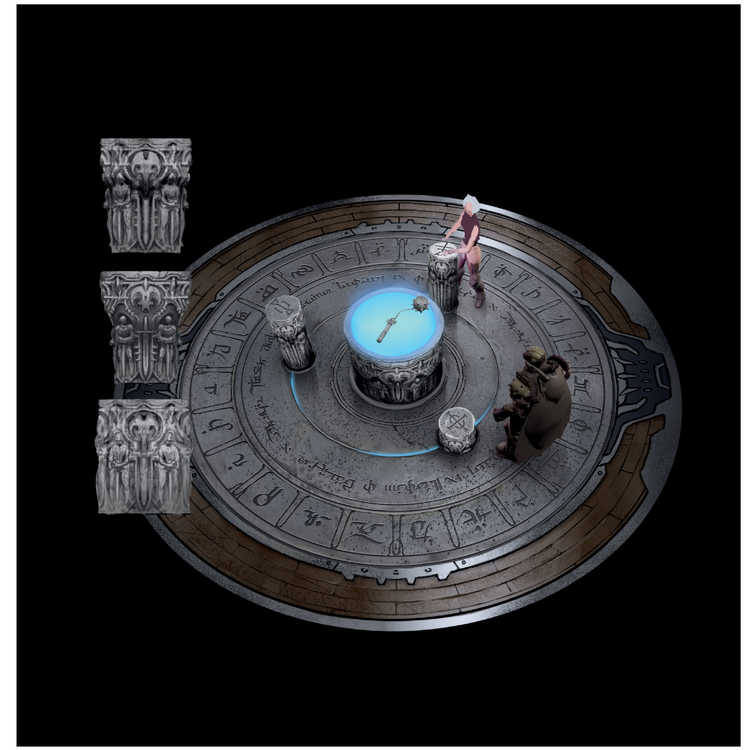
Forge Ruins—Nathan Elmer

Forge Blood Pod Room—Ethan Evans

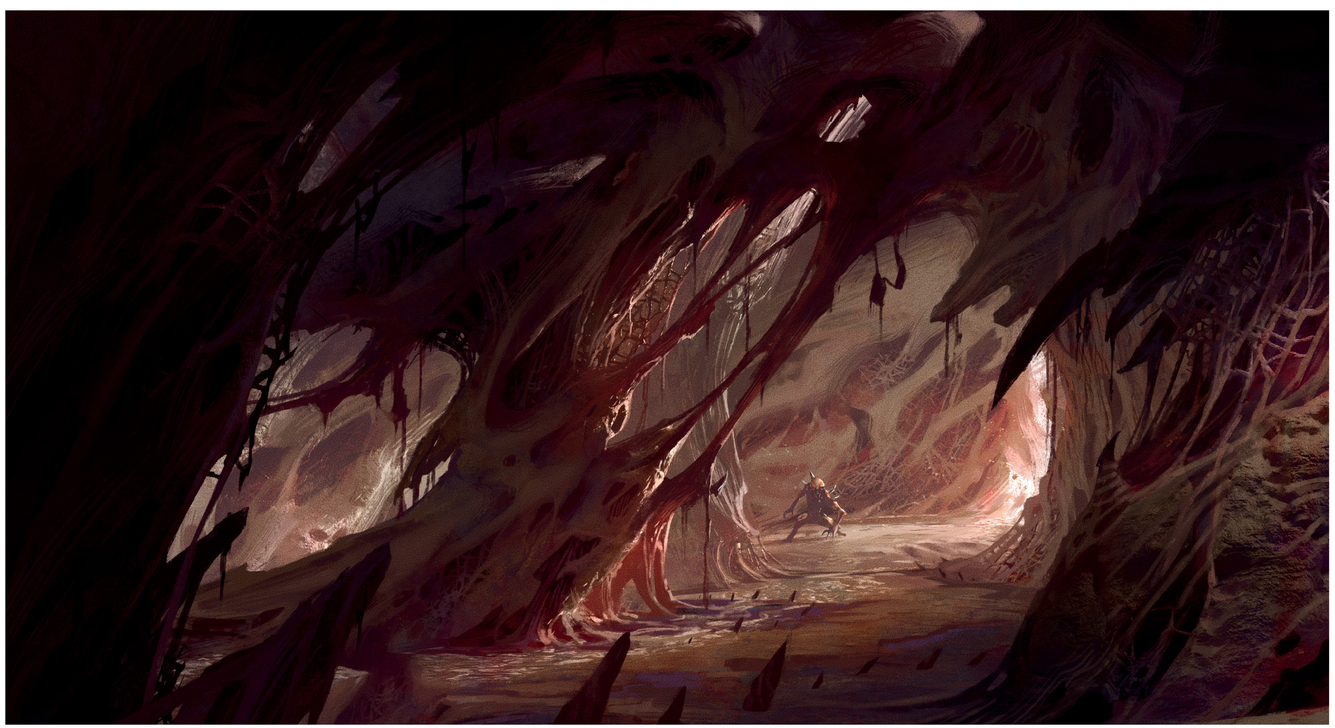
Forge Ancestral Entrance—William Bao

Forge Ideation—Colin Geller

Forge Cave—Nathan Elmer



Forge Rings—Alejandro Mirabal



Forge Flesh—Nathan Elmer

Forge Heart Chamber—Nathan Elmer

Hell Vista—Nathan Elmer

THE FORSAKEN PLAINS

The Abyssal Keep, a fortress of dread, was forged in the shadow of forgotten ages, shaped by the enslaved remains of Hell's vanquished—a grim tapestry of agony and despair. It has served as the seat of only the most formidable lords of Hell, a throne won through blood and treachery. Now, it is the domain of Prince Ahzrak, whose cunning and advanced tactics have solidified his rule. At the war's dawn, Novik led an assault against the keep but underestimated Ahzrak's tactical brilliance, a grim departure from the brutish lords of Hell's past. The Sentinels, battered and outmatched, abandoned their mission, leaving the keep an unassailable bastion of Hell's dominion.

Hell Castle Entrance—Nathan Elmer

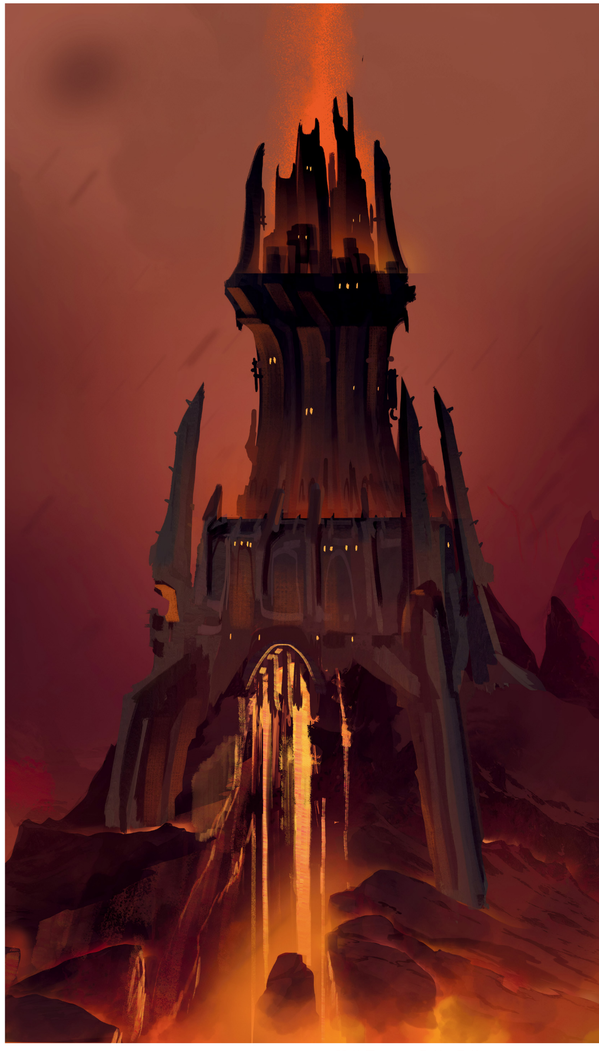
Hell Hallway—Nathan Elmer

Hell Titan Arena—Nathan Elmer

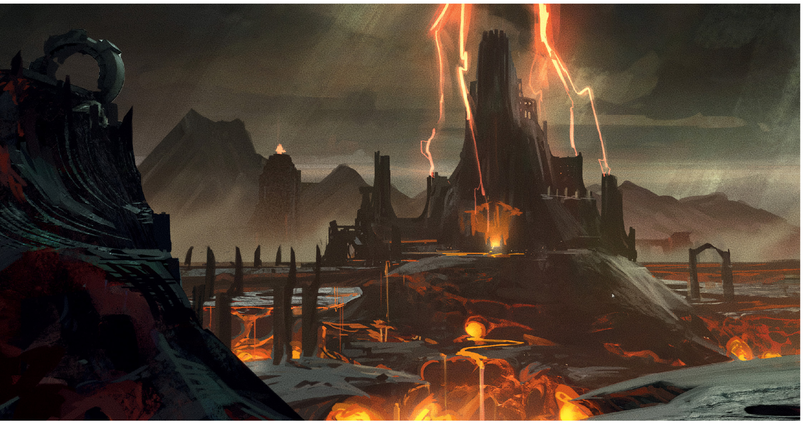
Torture Hallway—Jon Lane

Final Battle—Ethan Evans

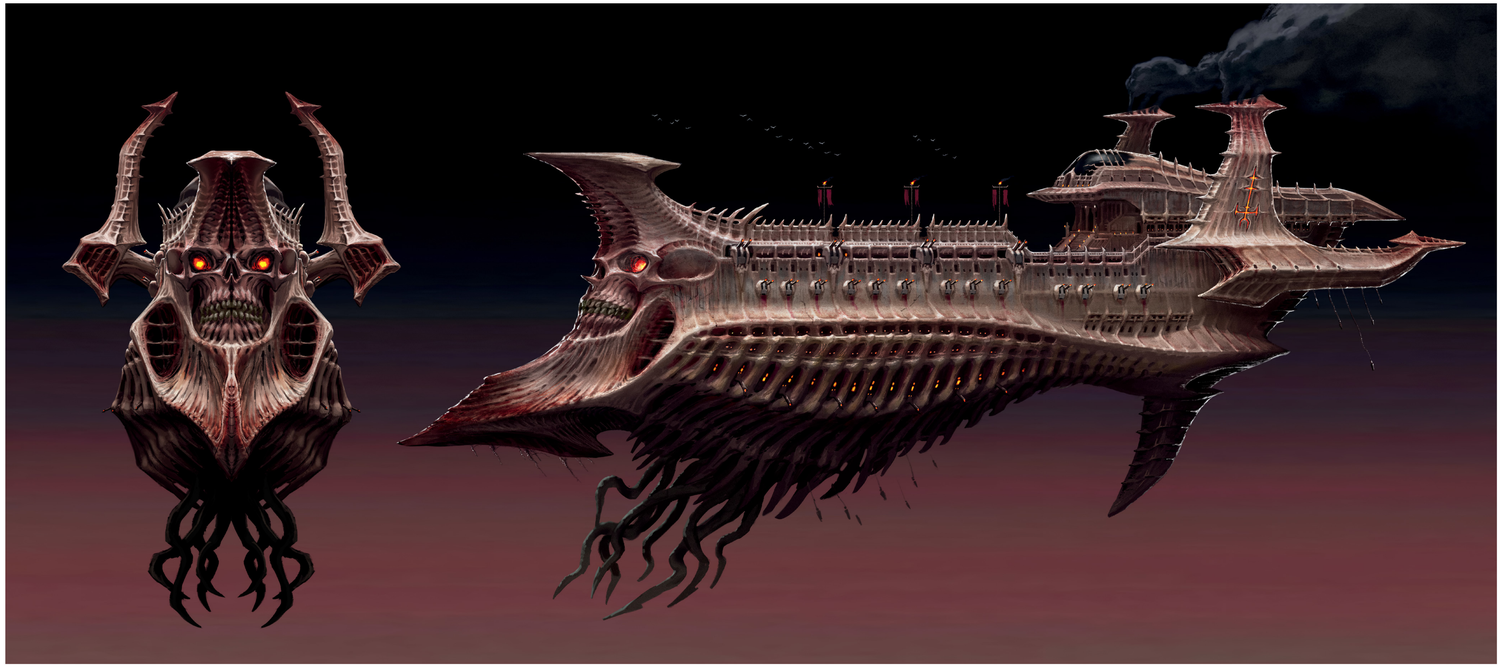
Hell Final Arena—Nathan Elmer



Hell Tower—Colin Geller



Hell Vista—Nathan Elmer



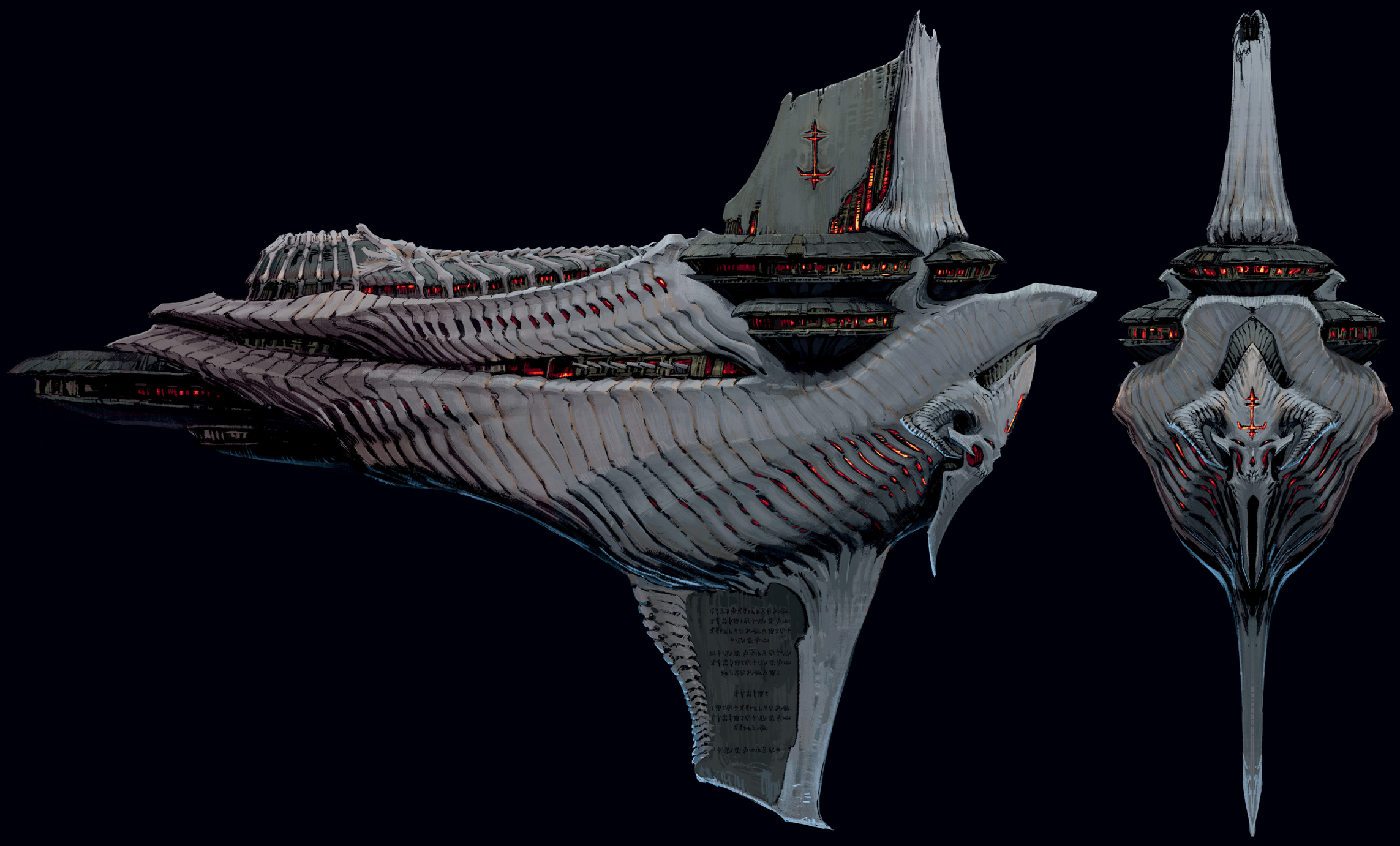
Prince Ahzrak's Ship—William Bao

Hell Egg Chamber—Nathan Elmer

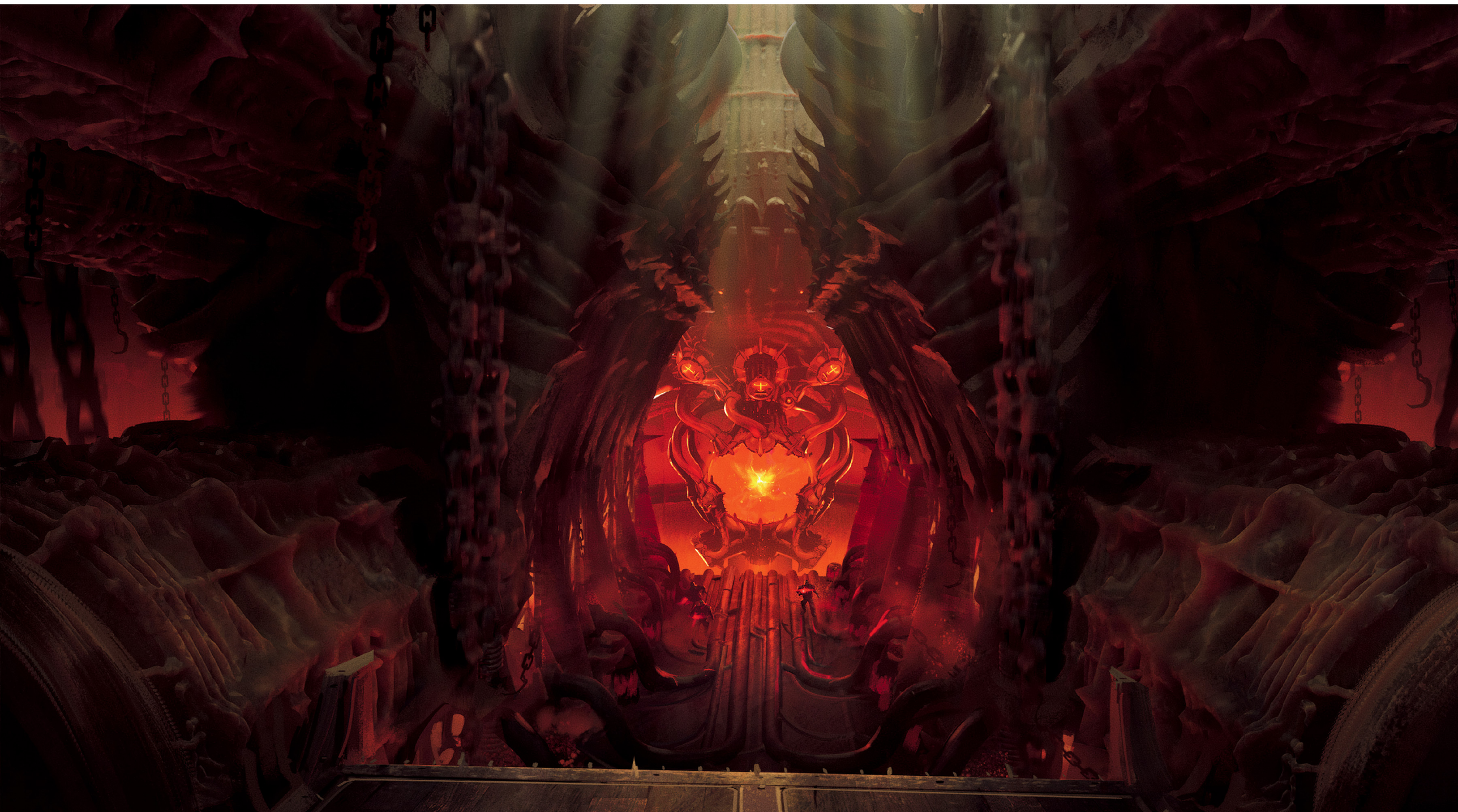
Hell Entrance—Nathan Elmer

Ahzrak's Castle—Nathan Elmer

[above] Hell Carrier Engine Core Callout—Nathan Elmer / [below] Hell Carrier Engine Room—Nathan Elmer



[above] Hell Carrier Final—Olympia Sweetman / [below] Hell Carrier Engine Core—Nathan Elmer



Sentinel Command Station Ideation—Ethan Evans

SENTINEL COMMAND STATION

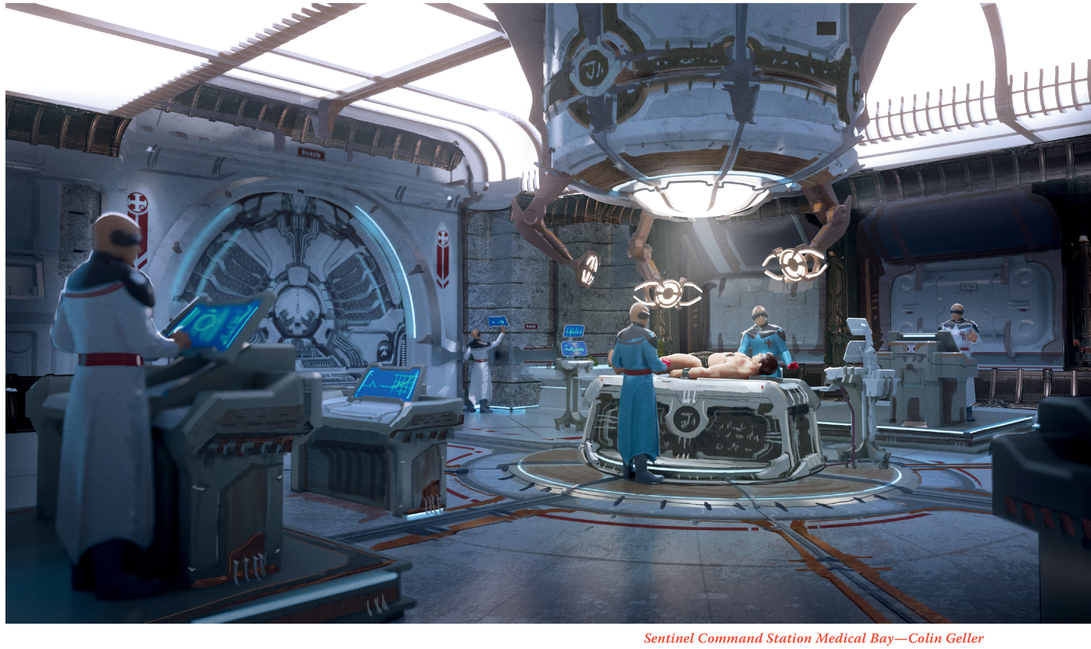
Thira's Command Station drifts like a steel leviathan over the frozen tundras of Argent D'Nur's northern frontier, a marvel of Sentinel engineering forged during the Crimson Uprising. Suspended by Argent-powered graviton engines, its towering structure pierces the icy mists, bristling with defensive batteries and energy disruptors capable of repelling even the fiercest invaders. Built decades ago to counter the relentless assaults of the Ironclad Tribes, it has become the nerve center of Commander Thira's operations, a symbol of unyielding defiance. Encased in reinforced wraithsteel, the station stands as an unassailable fortress, a sentinel of order amid the chaos.

Sentinel Command Station Sketch—William Bao

Sentinel Command Station—William Bao

Sentinel Command Station—Nathan Elmer

Sentinel Command Station Interior—Nathan Elmer



Sentinel Command Station Medical Bay—Colin Geller

Spire of Nerathul Cocoon—Nathan Elmer

Spire of Nerathul—Nathan Elmer

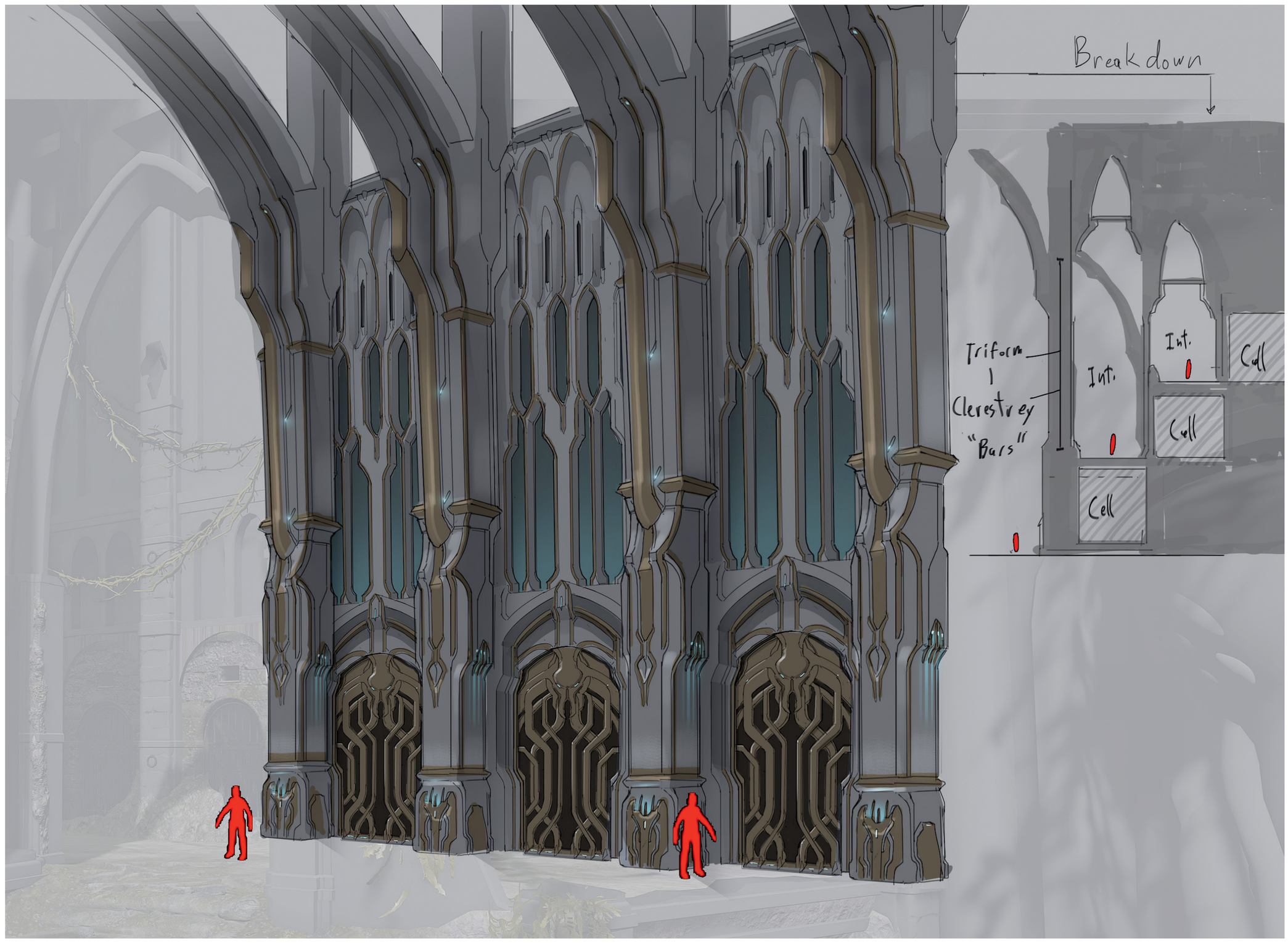
Spire of Nerathul—Nathan Elmer

Spire of Nerathul Ideation—Colin Geller

Spire of Nerathul Ideation—Colin Geller

Spire of Nerathul Bridge—Colin Geller

Spire of Nerathul Kit Ideation—Colin Geller



Spire of Nerathul Kit Version 1—Colin Geller

Spire of Nerathul Kit Version 2—Colin Geller

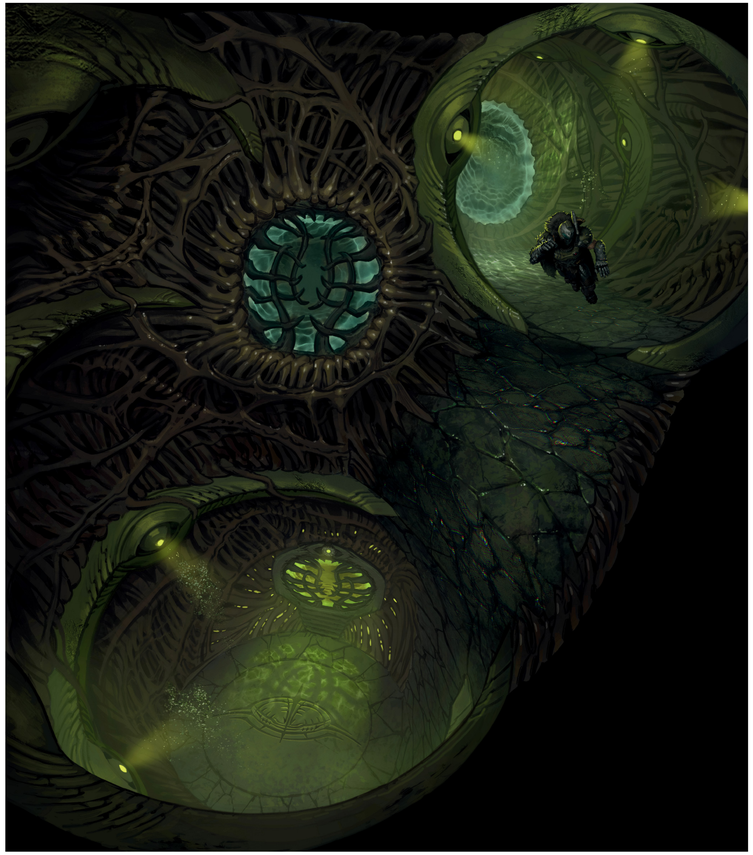
Cosmic Realm—Colin Geller

CITY OF RY'UUL

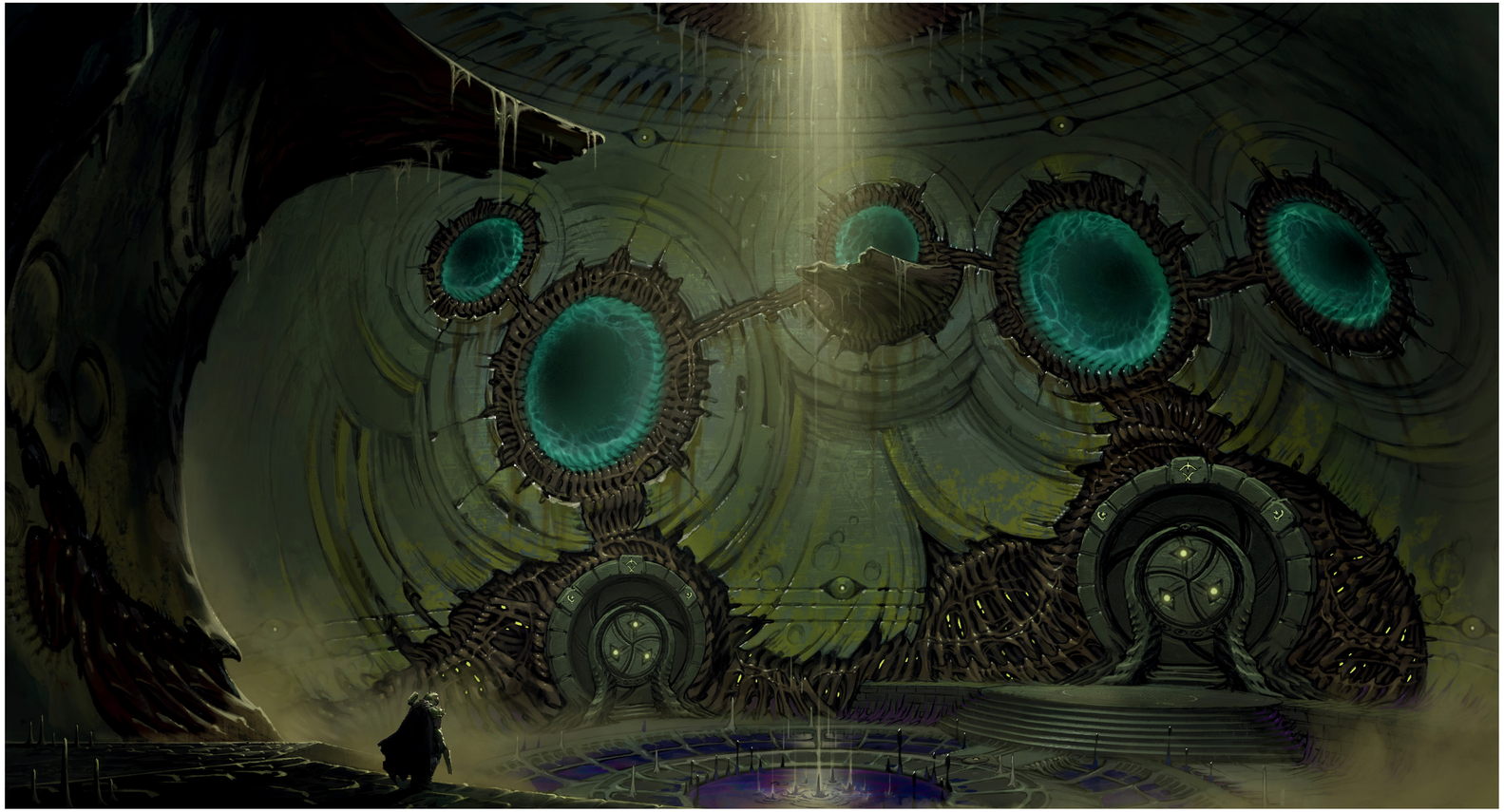
The Chaos Realm is a dimension of unfathomable dread, where reality warps and sanity falters. Ancient structures of impossible geometry rise from blackened seas, their surfaces pulsating with unholy runes. The skies churn with colors unknown, inhabited by titanic beings that defy comprehension. The Oracles of Argent, seers and keepers of forbidden knowledge, whisper a theory: the Wraiths, Argent D'Nur's ancient gods, may trace their origins to this realm.

Cosmic Environment Final—Colin Geller

Cosmic Realm—Ethan Evans



Cosmic Realm City Underground Water Tunnels—William Bao



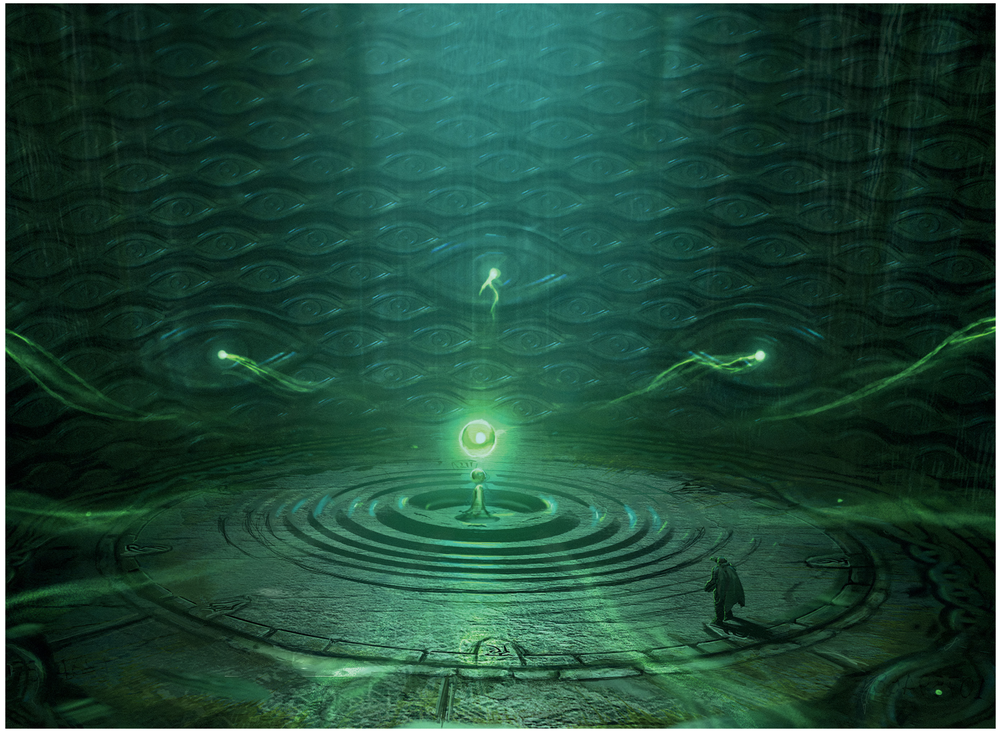
Cosmic Realm City Underground Junction—William Bao

Cosmic Arena—Nathan Elmer

Cosmic Undercity—Olympia Sweetman

Cosmic Swamp—Nathan Elmer

Cosmic Temple Vista—Nathan Elmer



Cosmic Realm—Ethan Evans

Belly of the Beast—Nathan Elmer

Harbor of Souls Barge—Ethan Evans

HARBOR OF SOULS

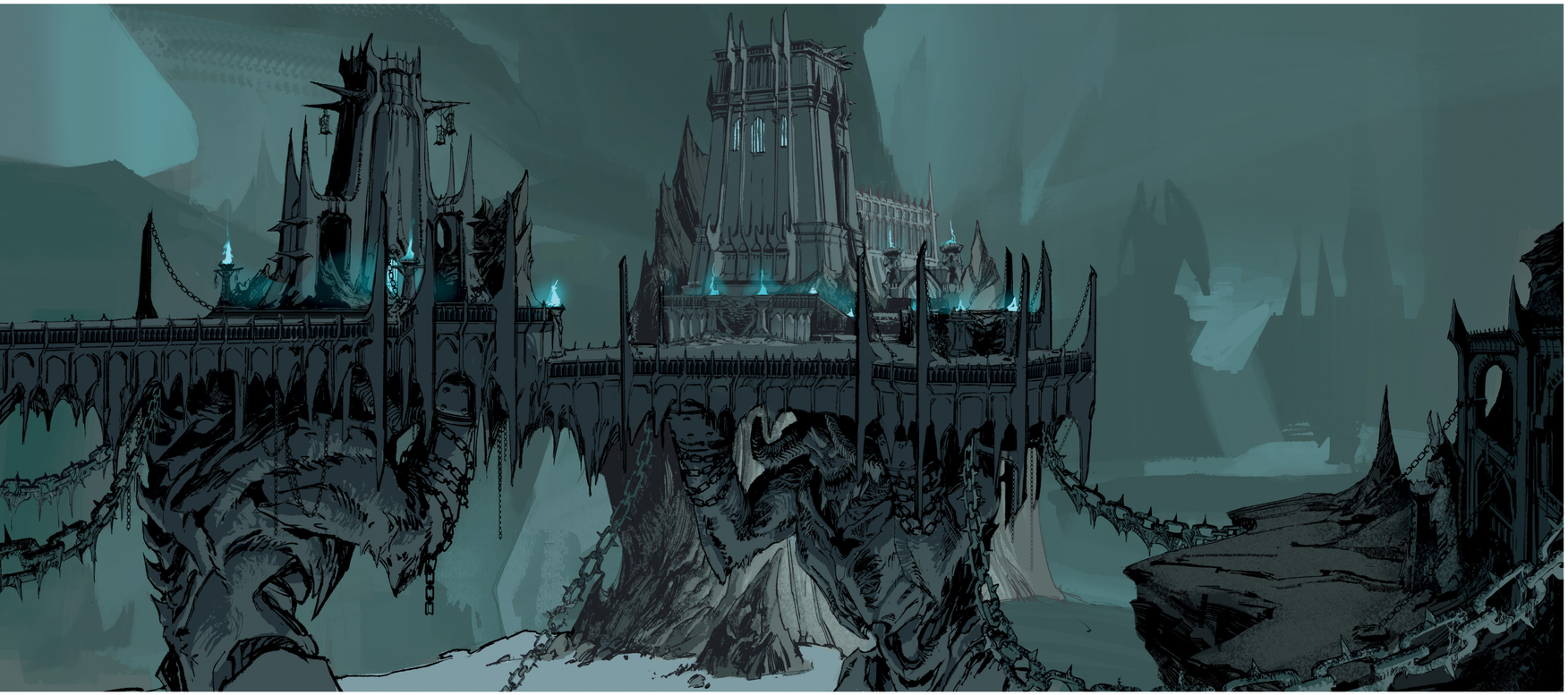
In the darkest depths of the first layer of Hell, the Harbor of Souls channels the damned forward to their eternal torment. They have been ordained here by their sins, their fates sealed in the infernal fires of purgatory. Rivers of tormented souls swirl through the jagged, calcified landscape, while others wander lost in the halls of despair. The damned are herded like cattle onto the river barge, where the ferryman delivers them to their destined layer of Hell.

Harbor of Souls Main Temple—Nathan Elmer

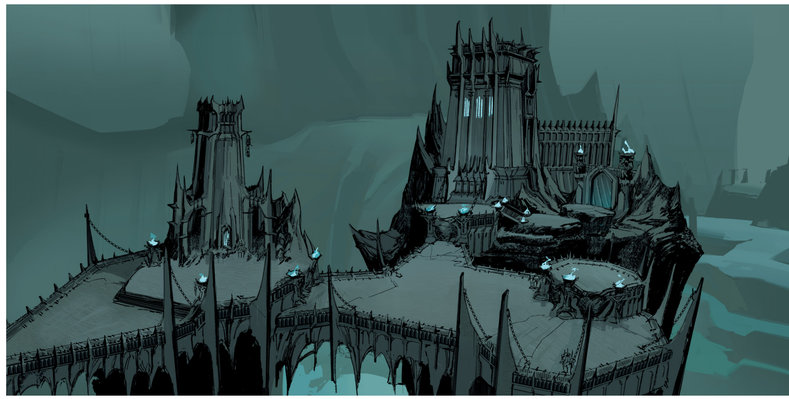
Harbor of Souls Main Temple—Nathan Elmer

Harbor of Souls Barge Interior—Nathan Elmer

Harbor of Souls Gates—Nathan Elmer

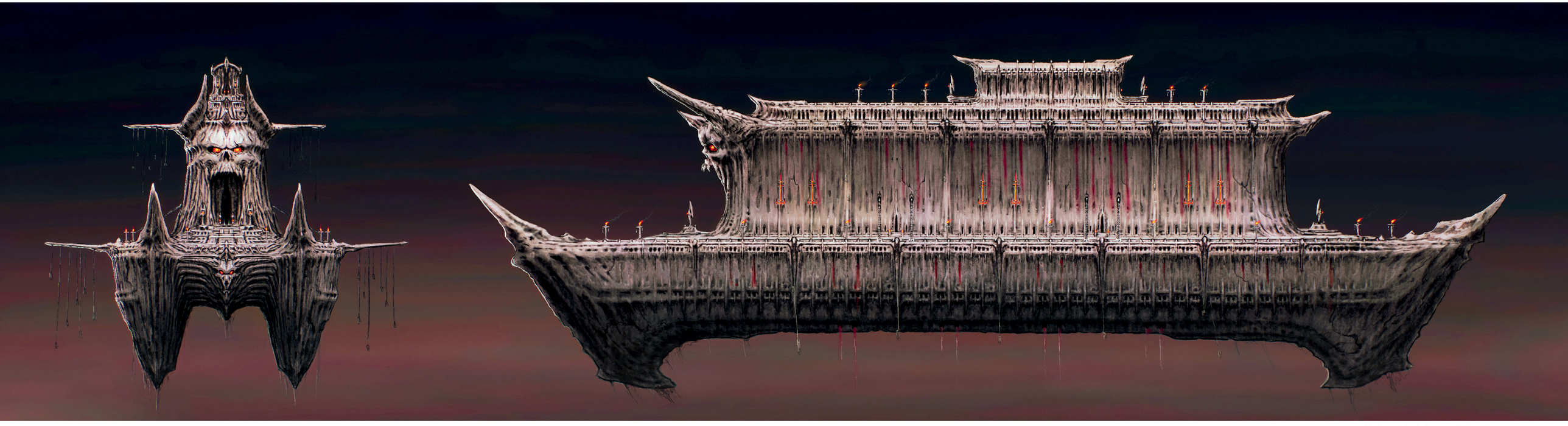


Harbor of Souls—Olympia Sweetman



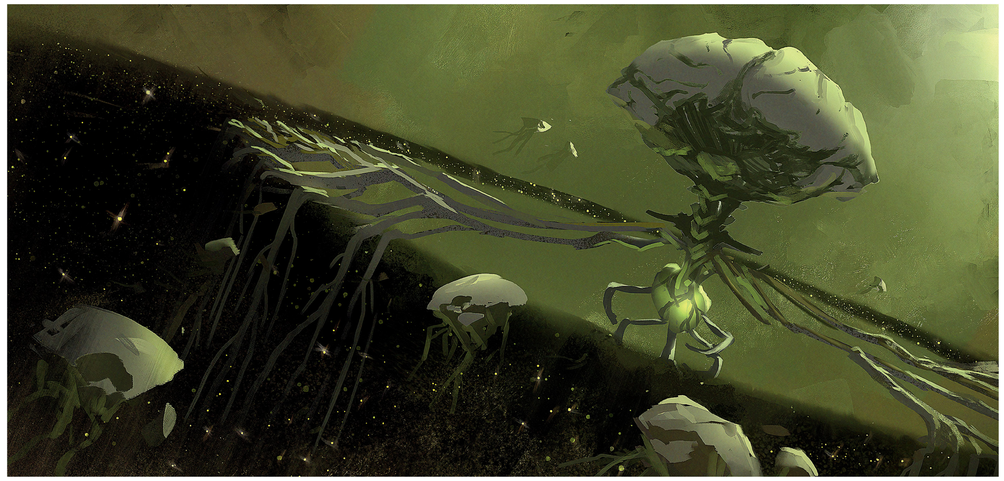
Harbor of Souls—Olympia Sweetman

Harbor of Souls Ideation—Ethan Evans

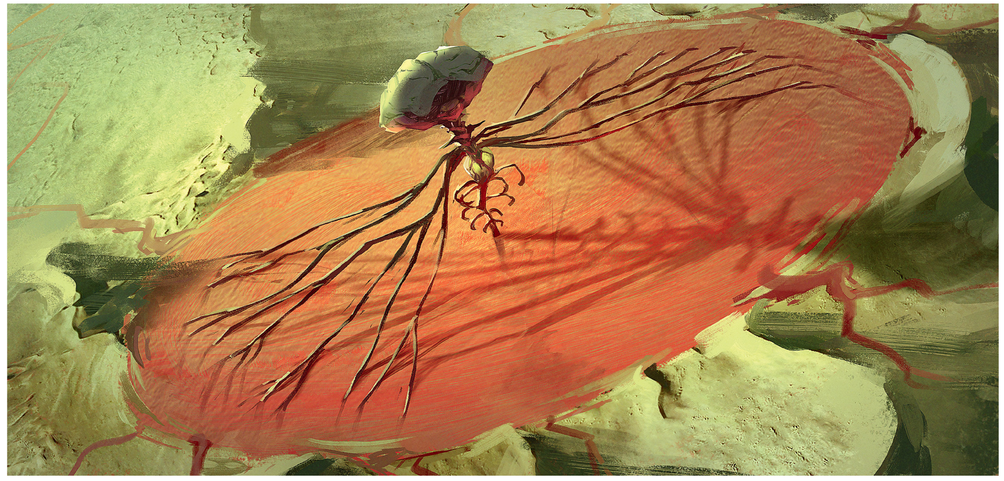


Harbor of Souls Barge—Ethan Evans

World Tree—Nathan Elmer



Limbo—Nathan Elmer

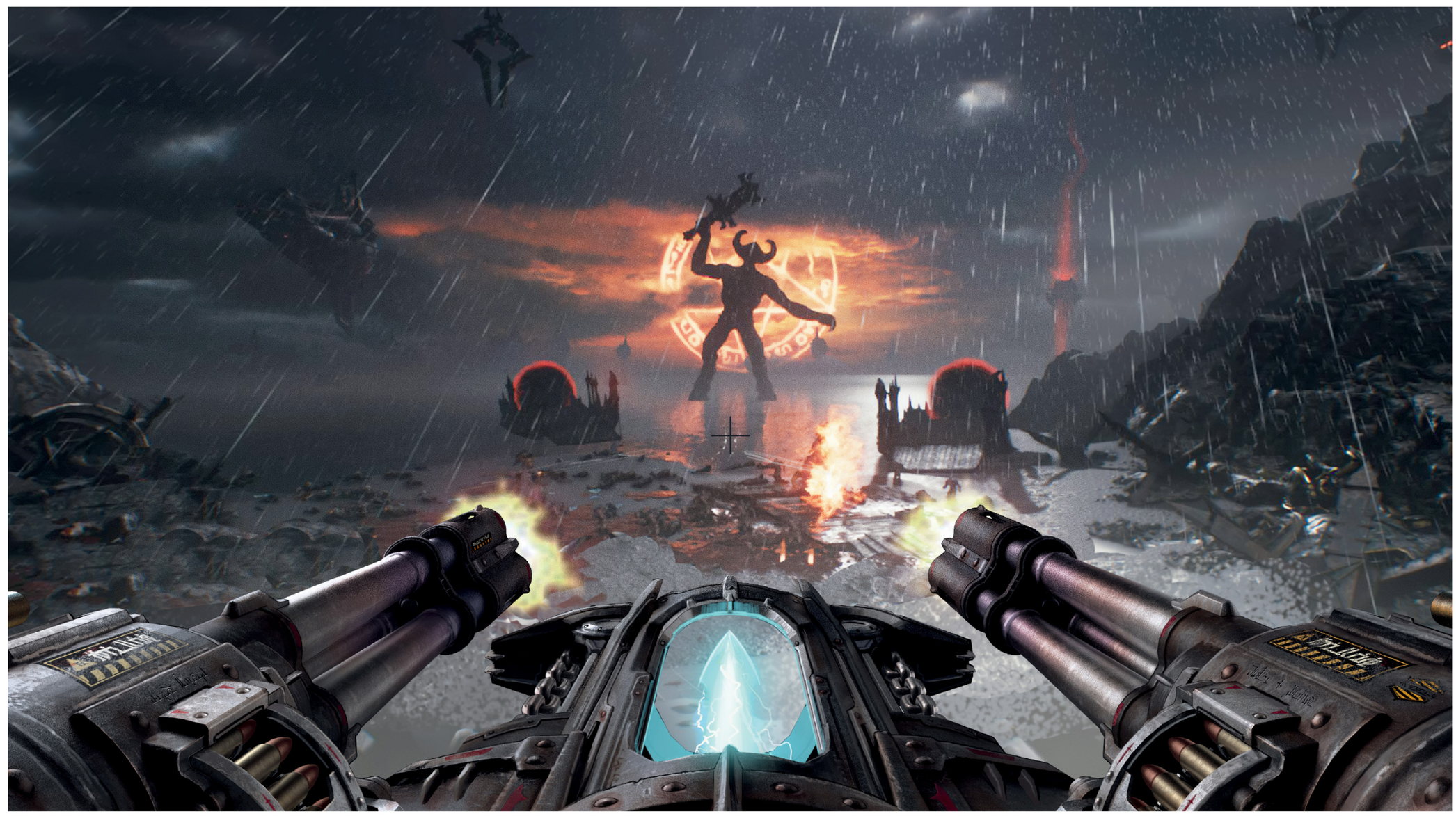


World Tree Limbo—Nathan Elmer

Argent Return Moodpiece—William Bao

End of The Old One—Nathan Elmer & William Bao

Final Battle—Nathan Elmer



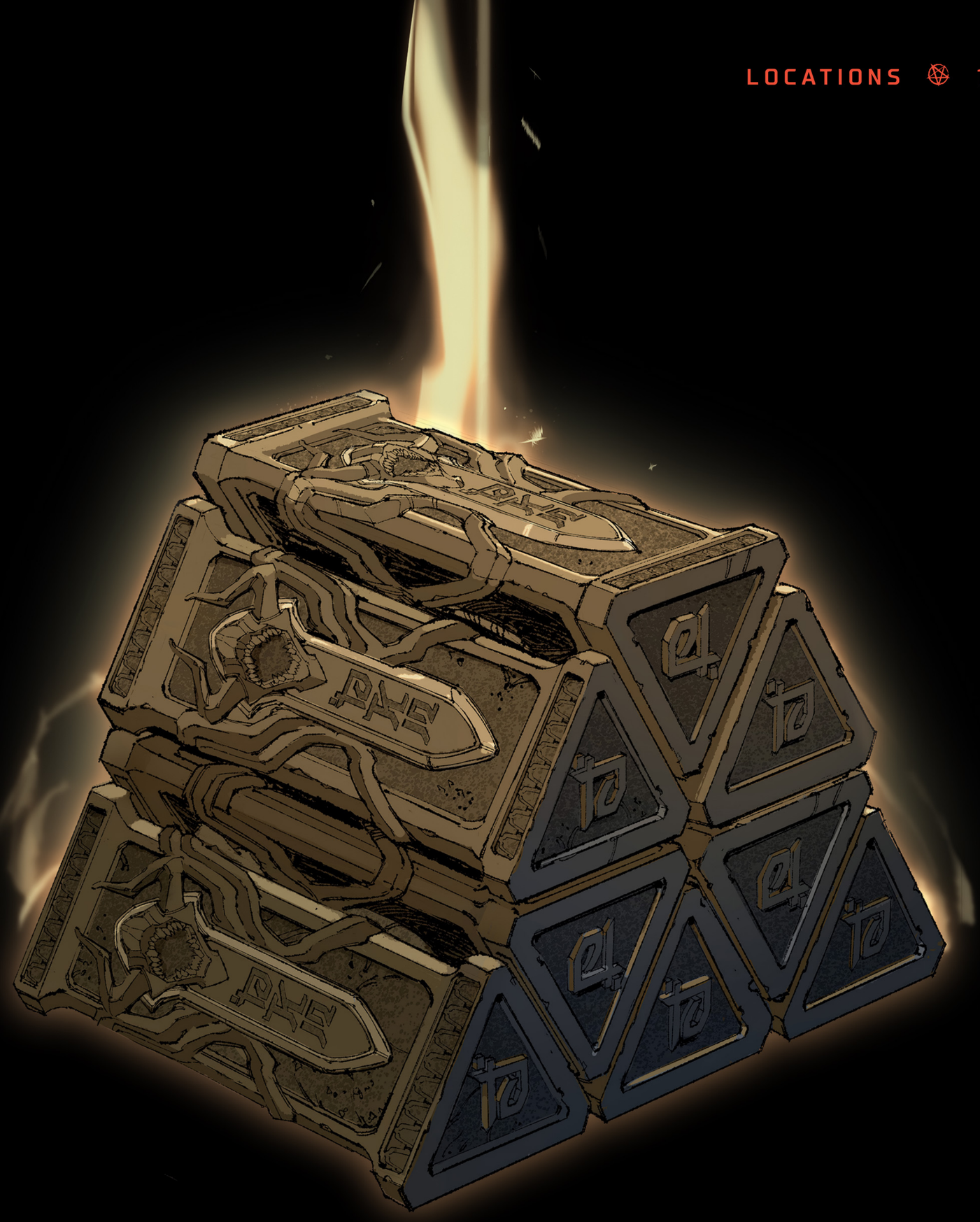
Turret—Ethan Evans

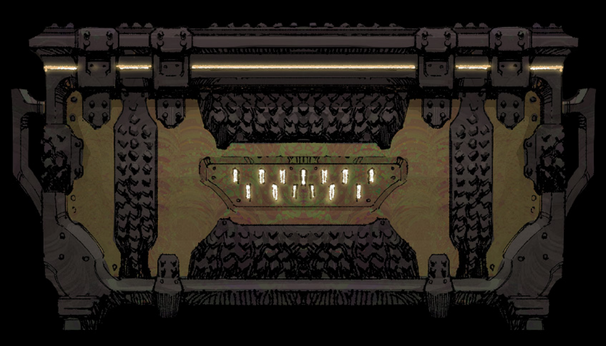
Turret—Ethan Evans

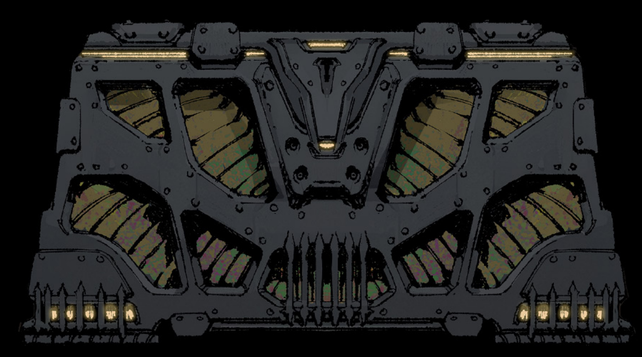
Sentinel Train—Ethan Evans

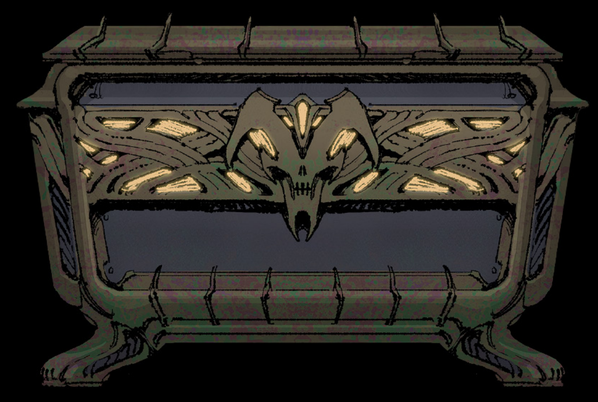
Sentinel Armament Pod—Olympia Sweetman

Sentinel Key Card Ideation—Olympia Sweetman









Sentinel Gold—Olympia Sweetman

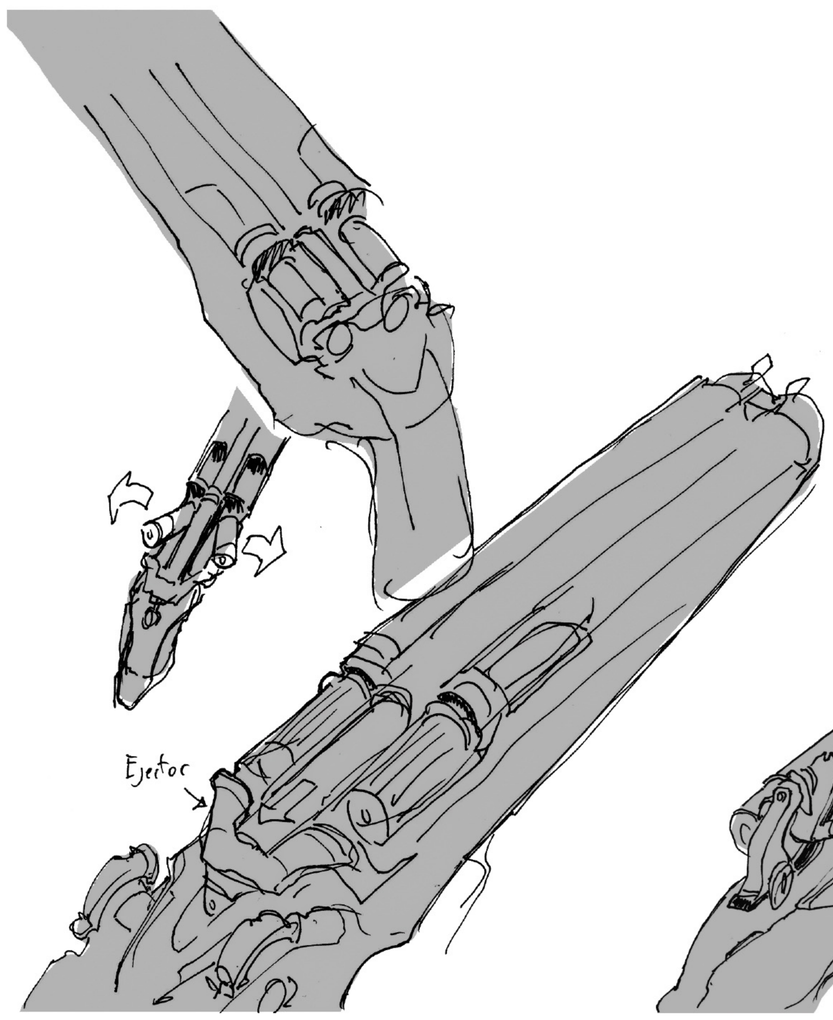
CHAPTER 4

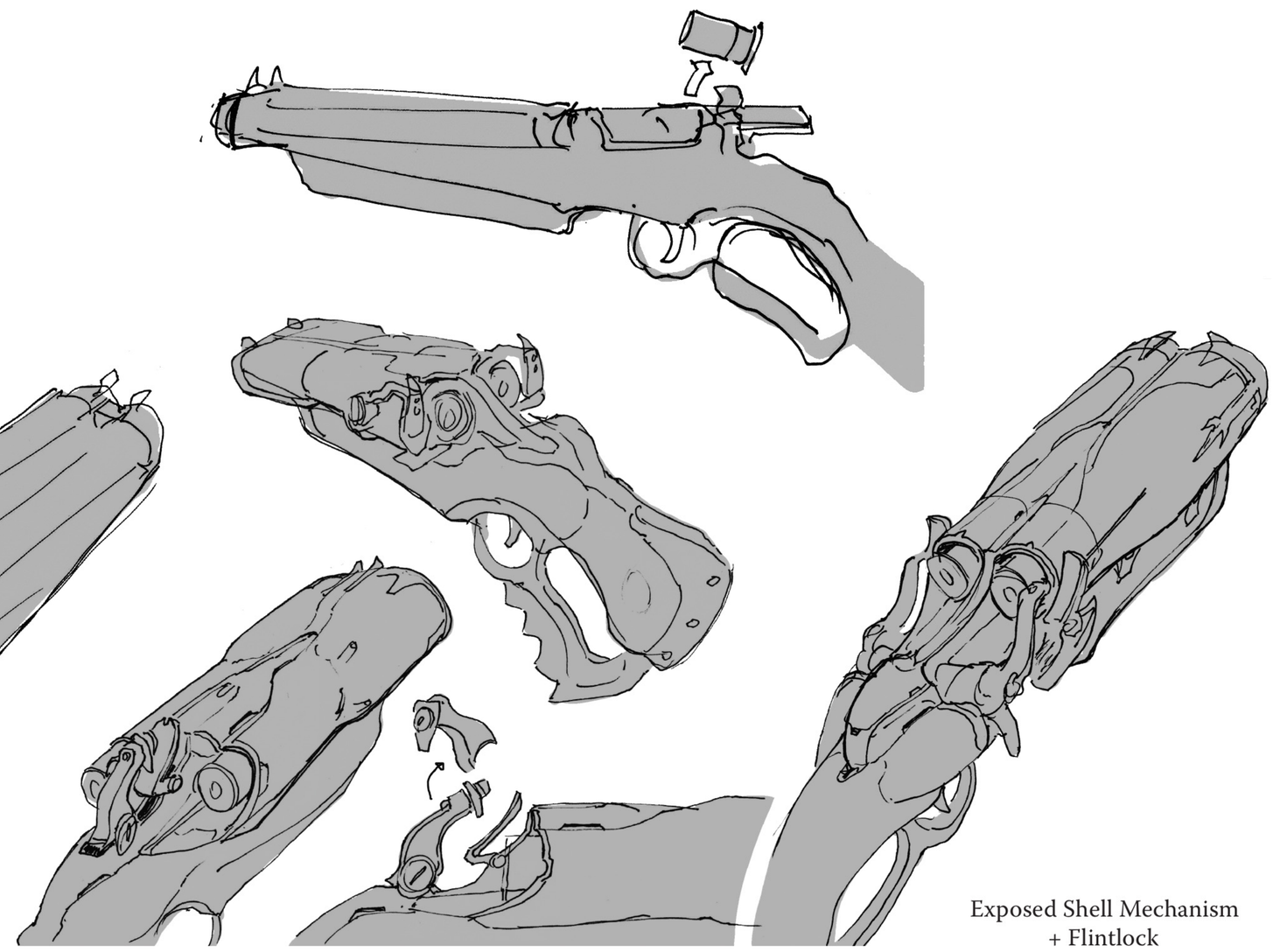
WEAPONS

Super Shotgun Final—Colin Geller

Super Shotgun Iterations—Colin Geller

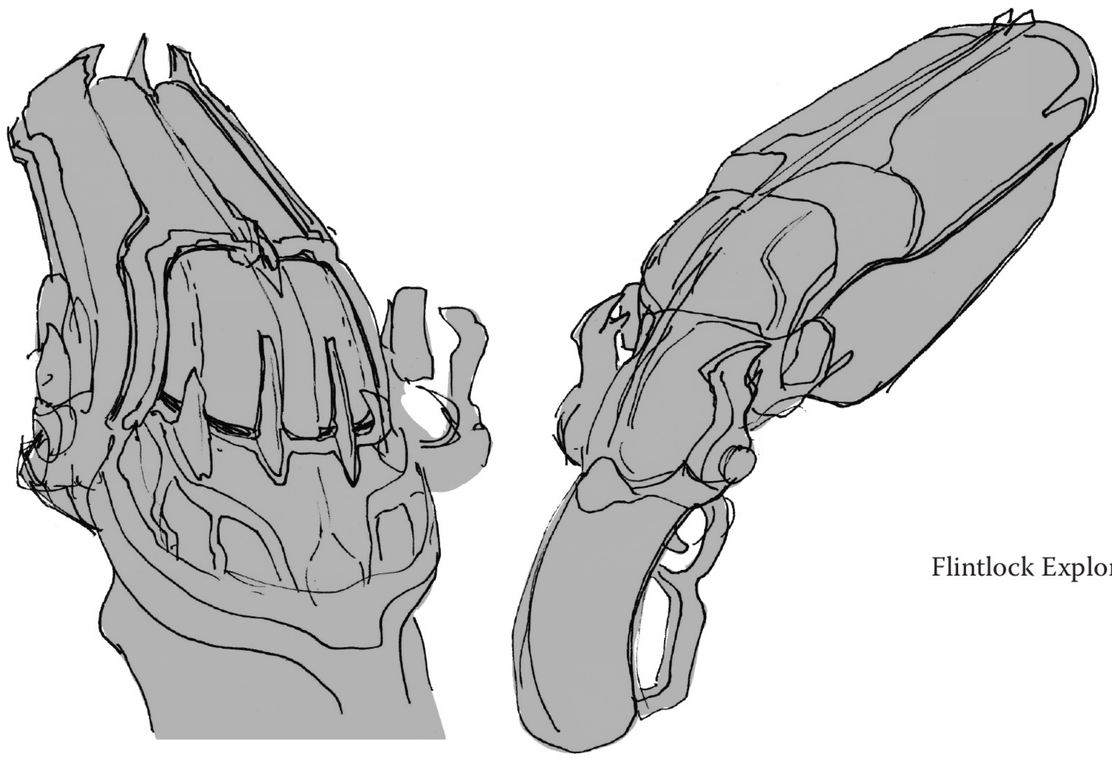
Rifle Lever Mechanism

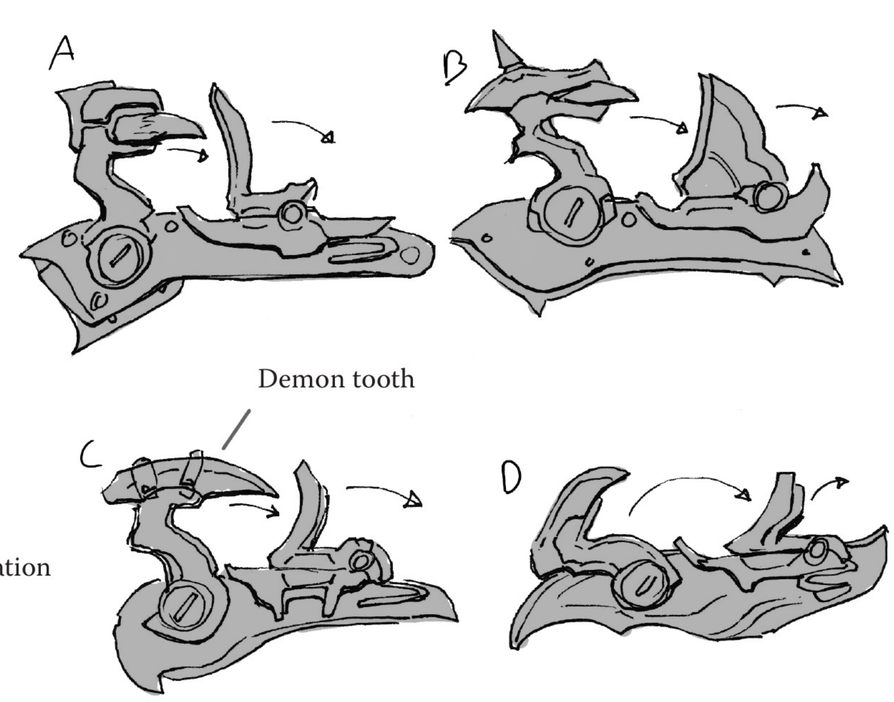




Exposed Shell Mechanism
+ Flintlock

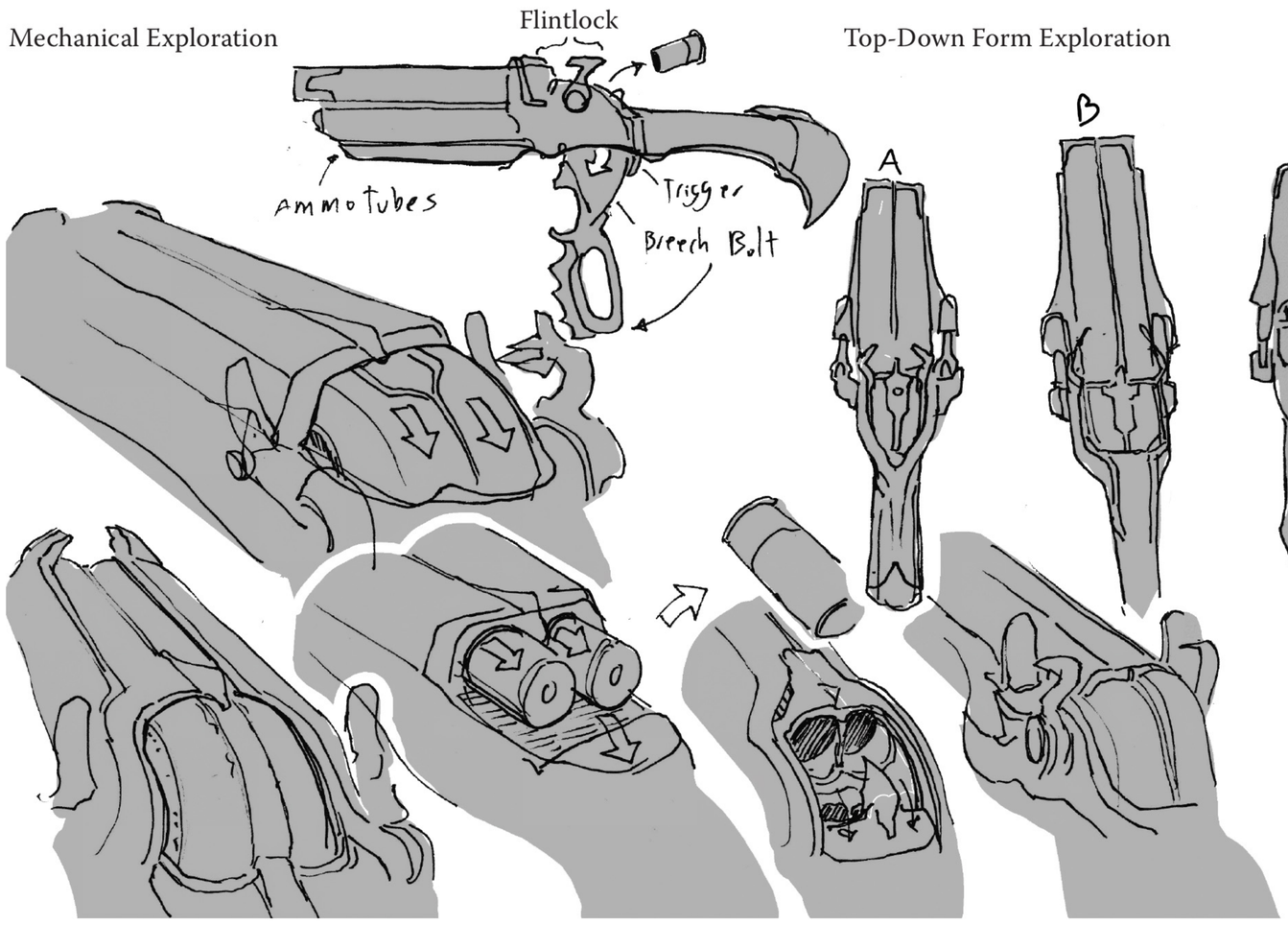
1887 Lever Shotgun Mechanism
+ Flintlock



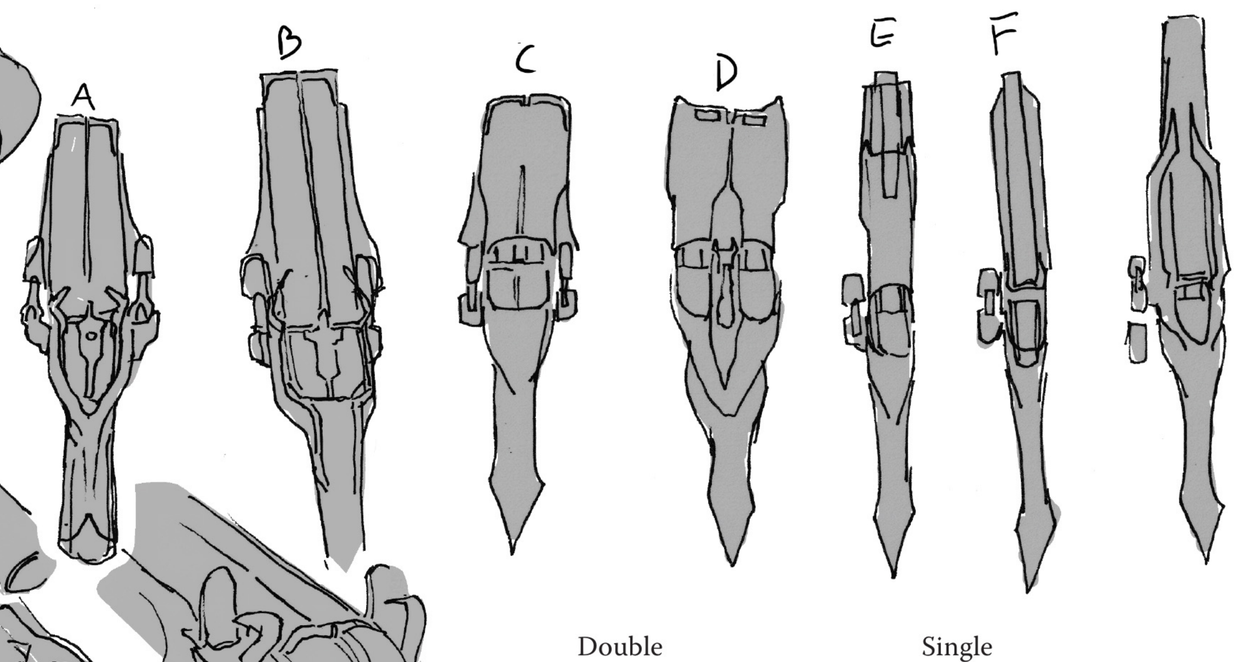


Flintlock Exploration

Mechanical Exploration



Top-Down Form Exploration



Double

Single

Super Shotgun Sketches—Colin Geller

Super Shotgun Renders—Jake Hernandez

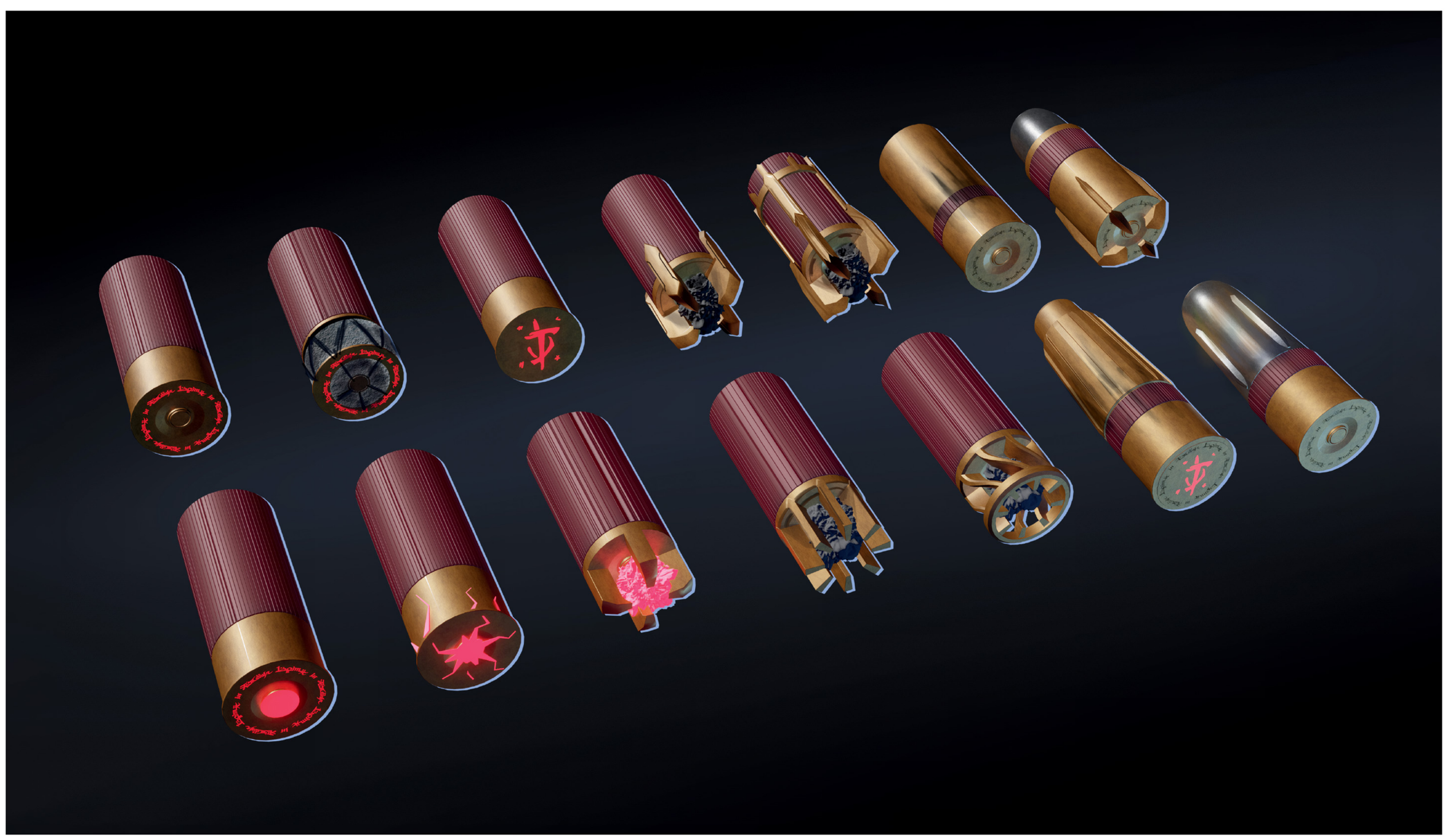
Combat Shotgun Renders—Jake Hernandez

Combat Shotgun Final—Colin Geller

Combat Shotgun Iterations—Colin Geller

Combat Shotgun FX—Olympia Sweetman

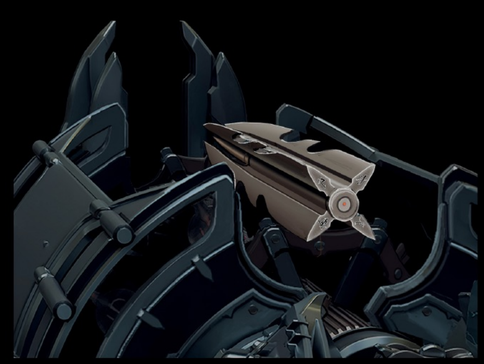
Combat Shotgun FX—Olympia Sweetman



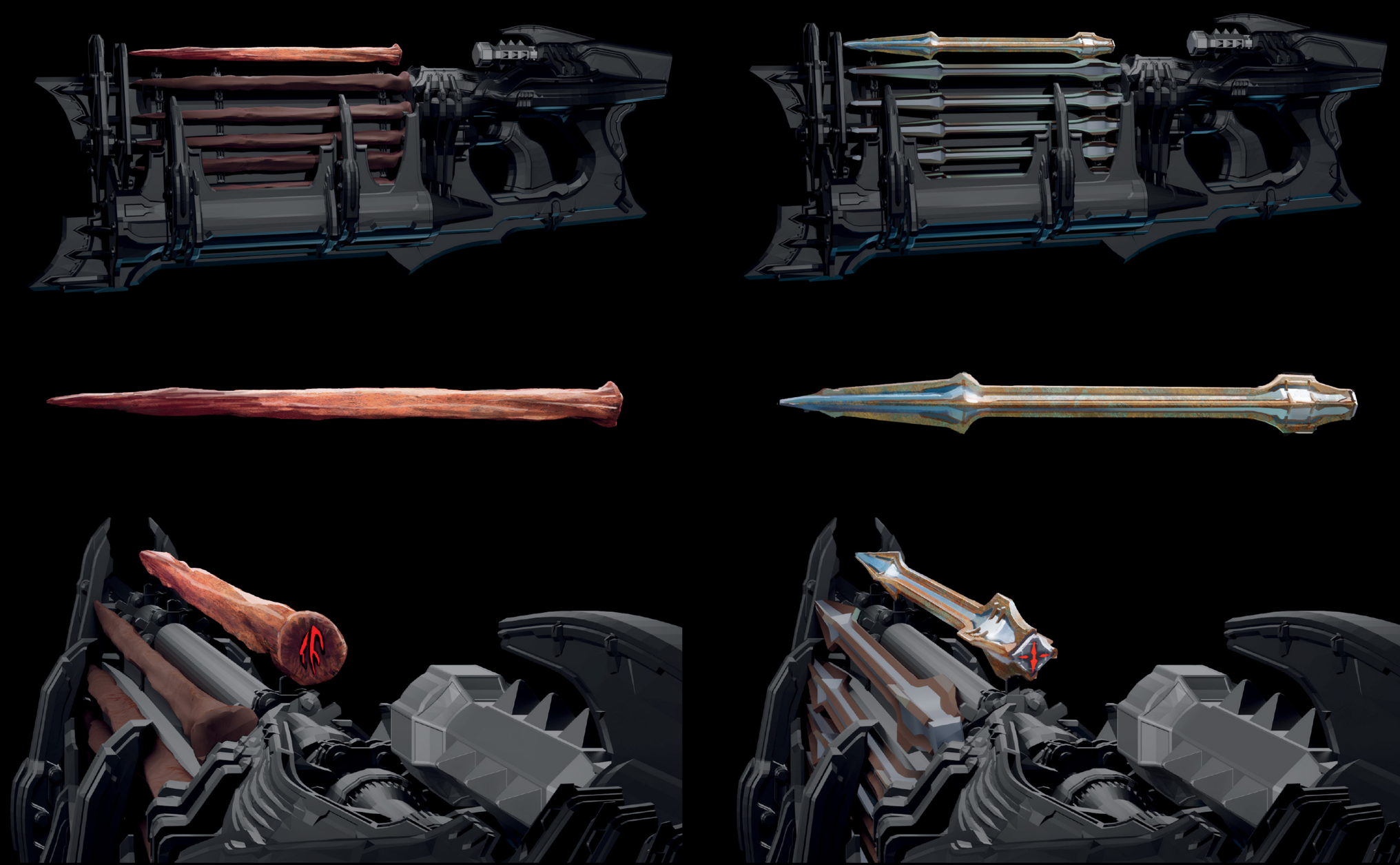
Super Shotgun Shells Iterations—Colin Geller

Railspike Impaler Final—Colin Geller

Railspike Shredder Final—Colin Geller

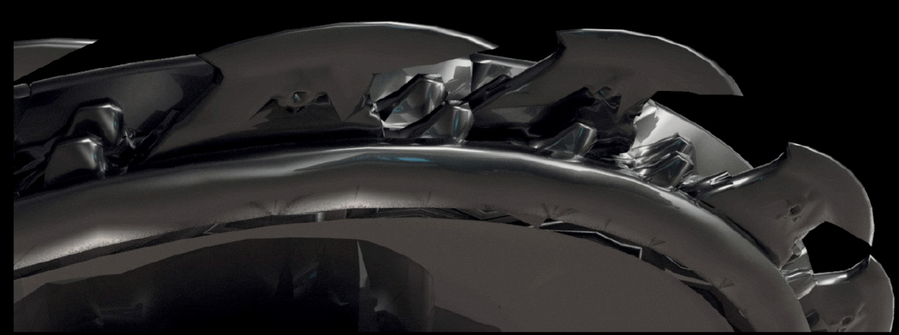


Railspike Shredder Projectile Upgrades—Ethan Evans

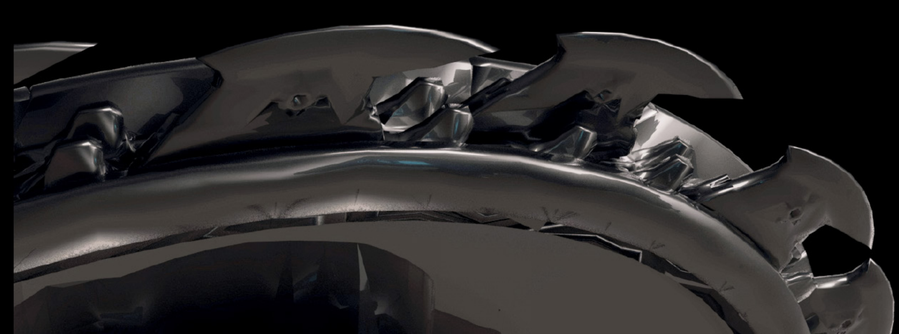


Railspike Projectile Upgrade—Colin Geller

Railspike Impaler Projectile Ideation—Colin Geller



Plasma Rifle Cycler Final—Ethan Evans



Plasma Rifle Accelerator Final—Ethan Evans

Plasma Rifle Cycler Render—Bryan Cavett

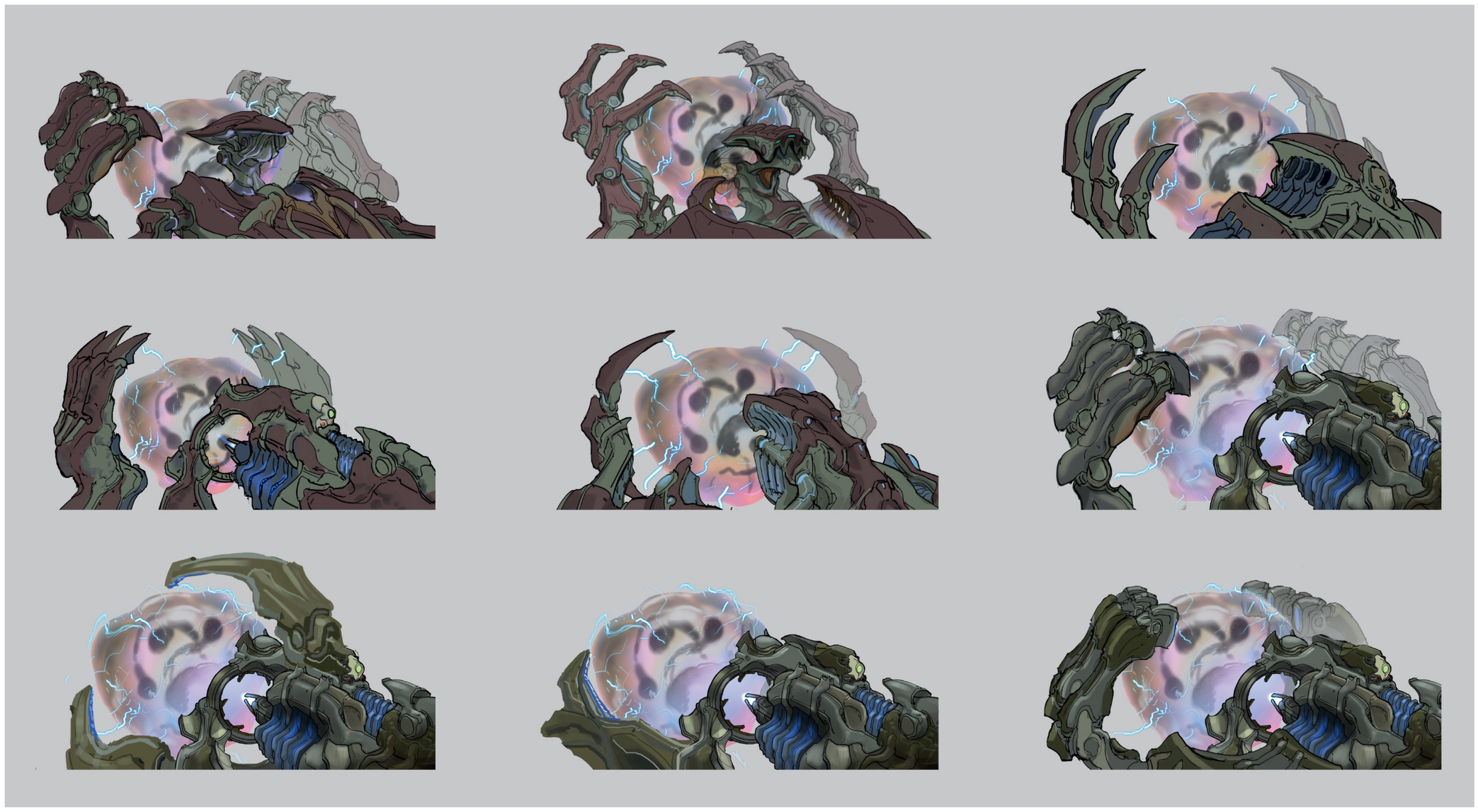
Plasma Rifle Accelerator Render—Bryan Cavett

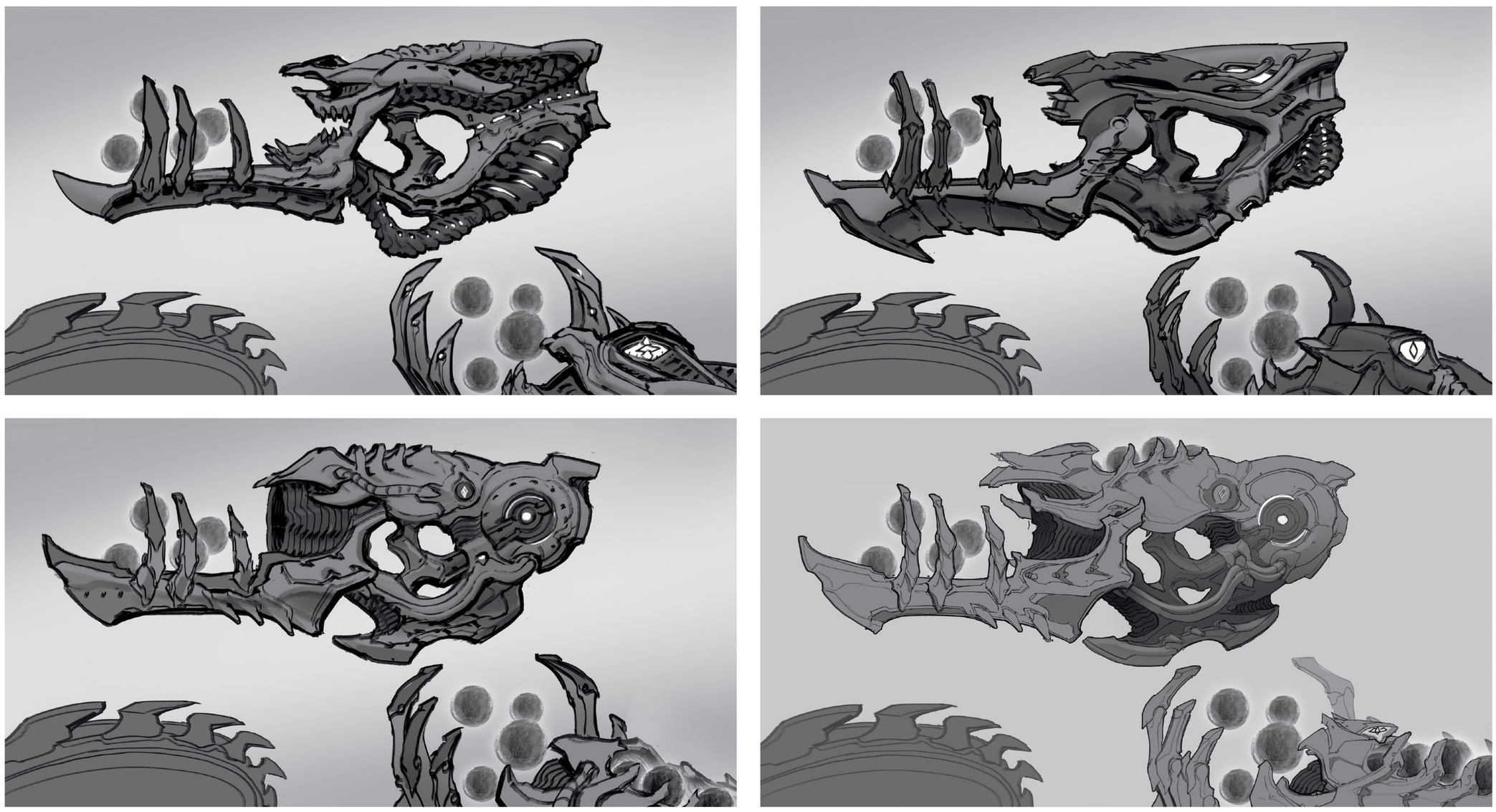
Plasma Accelerator FX—Olympia Sweetman

Plasma Cycler FX—Olympia Sweetman

Railspike Impaler FX—Olympia Sweetman

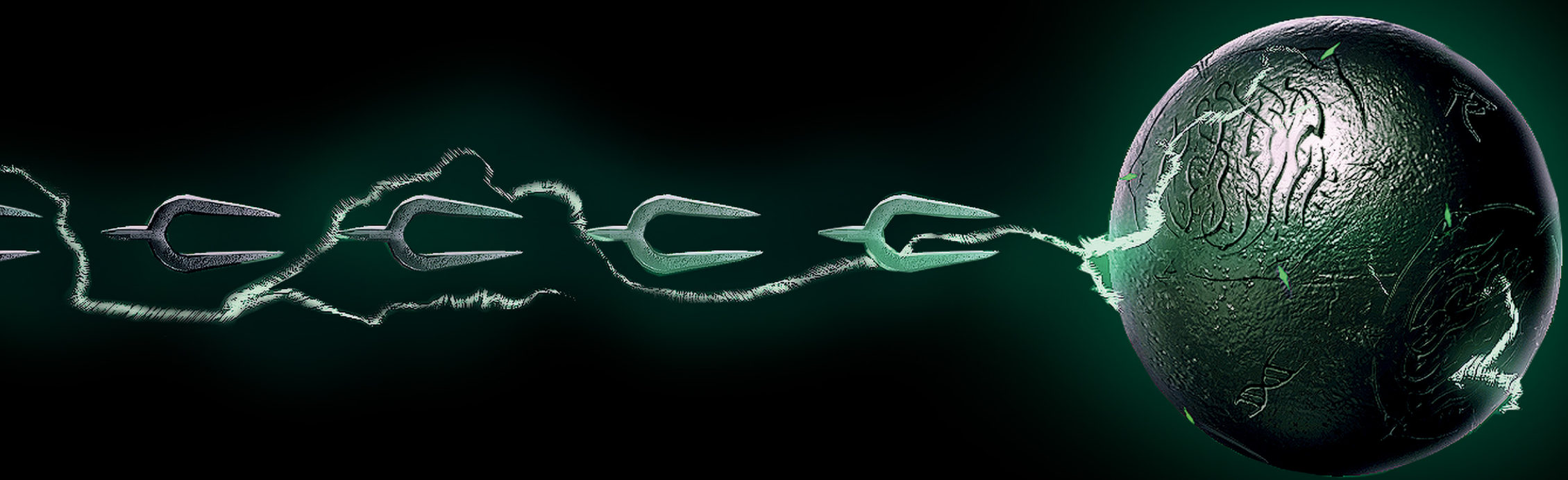
Railspike Shredder FX—Olympia Sweetman





Reaver Ideation—Colin Geller

Reaver Ideation—Colin Geller

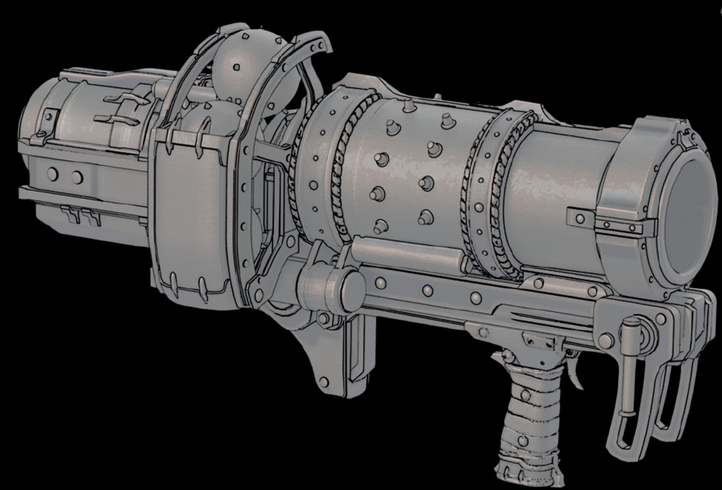


Reaver Chainshot Final—Ethan Evans

Reaver Chainshot Render—Austin Cline

Reaver Chainshot Ideation—Ethan Evans

Rocket Launcher Final—Ethan Evans

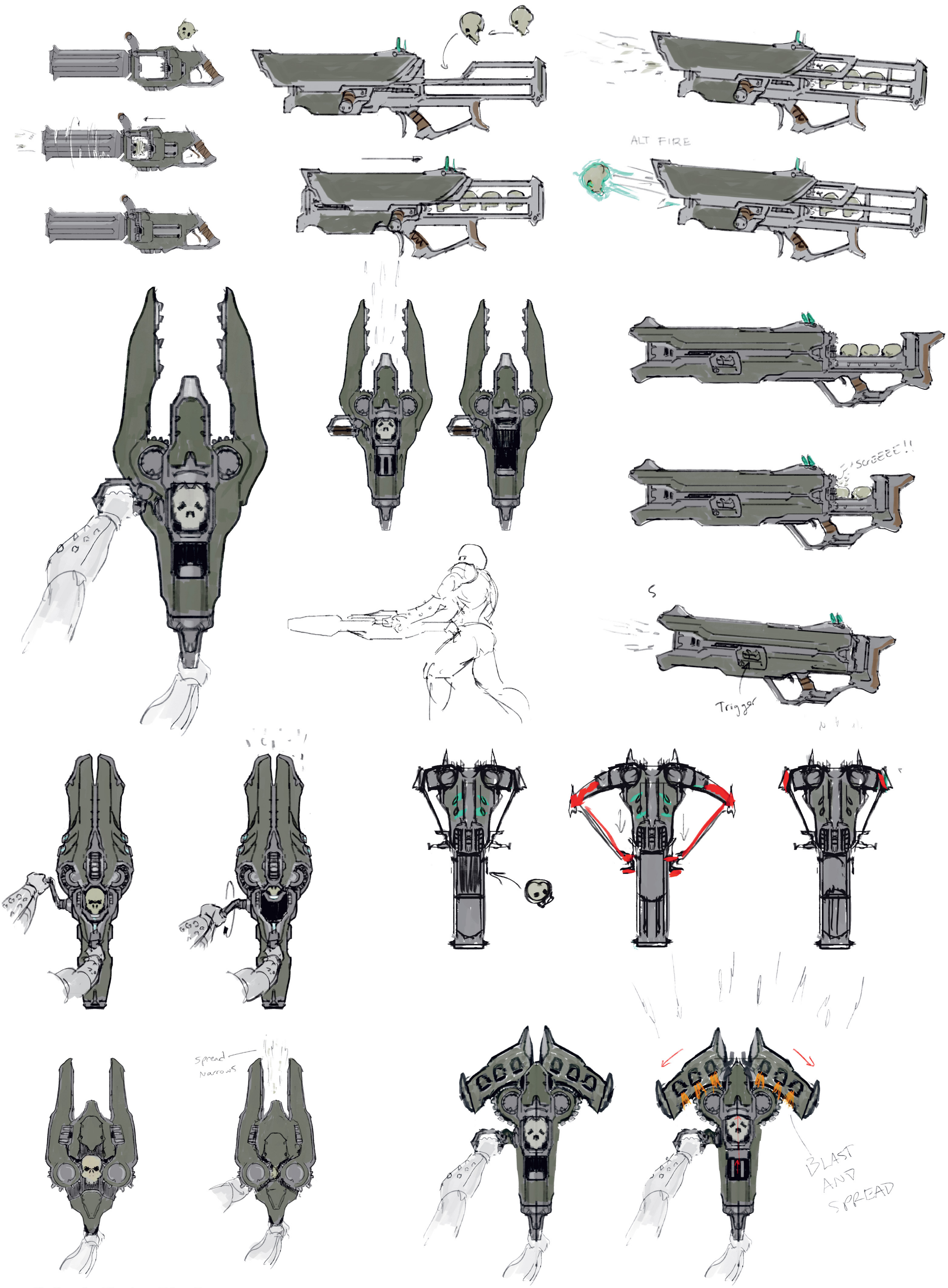


Grenade Launcher Final—Ethan Evans

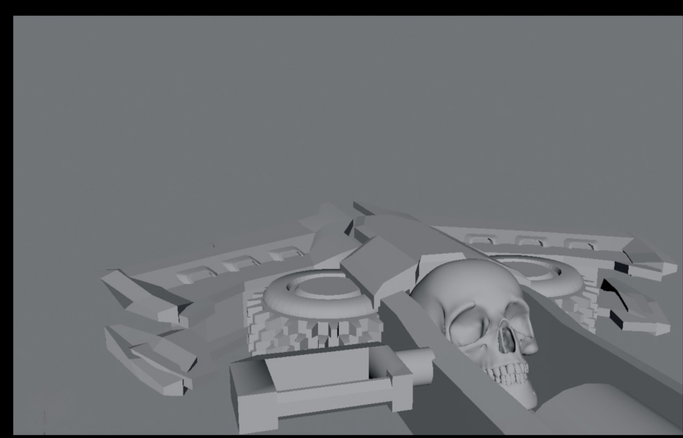
Grenade Launcher FX—Olympia Sweetman

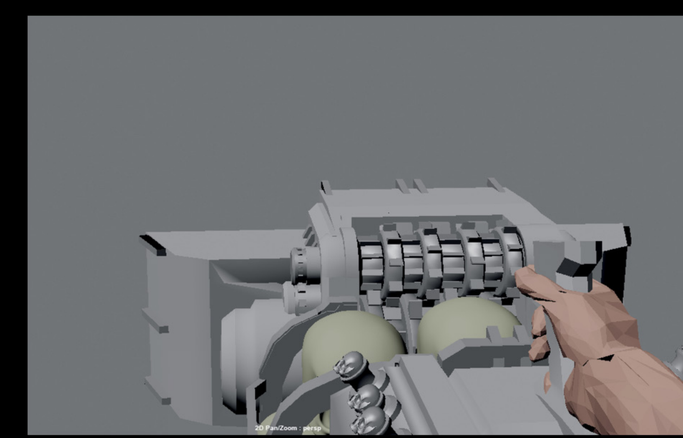
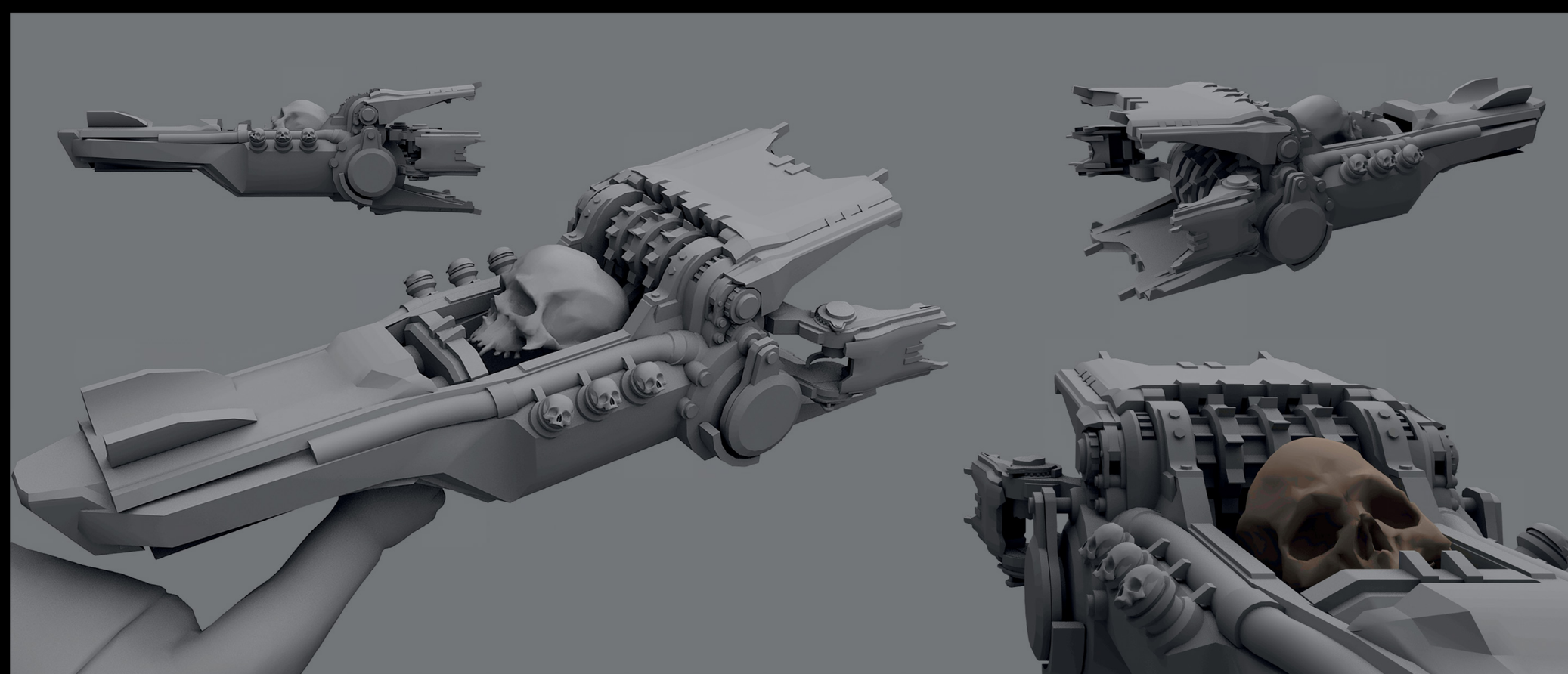
Grenade Launcher Render—Peter Riebel

Rocket Launcher Render—Peter Riebel



Skullcrusher Ideation—Ethan Evans

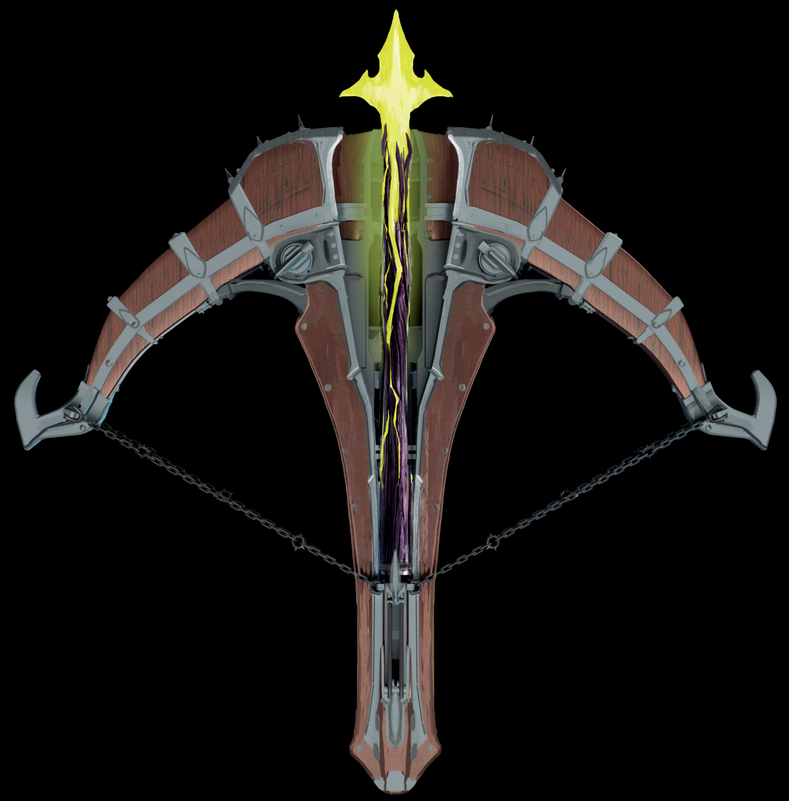


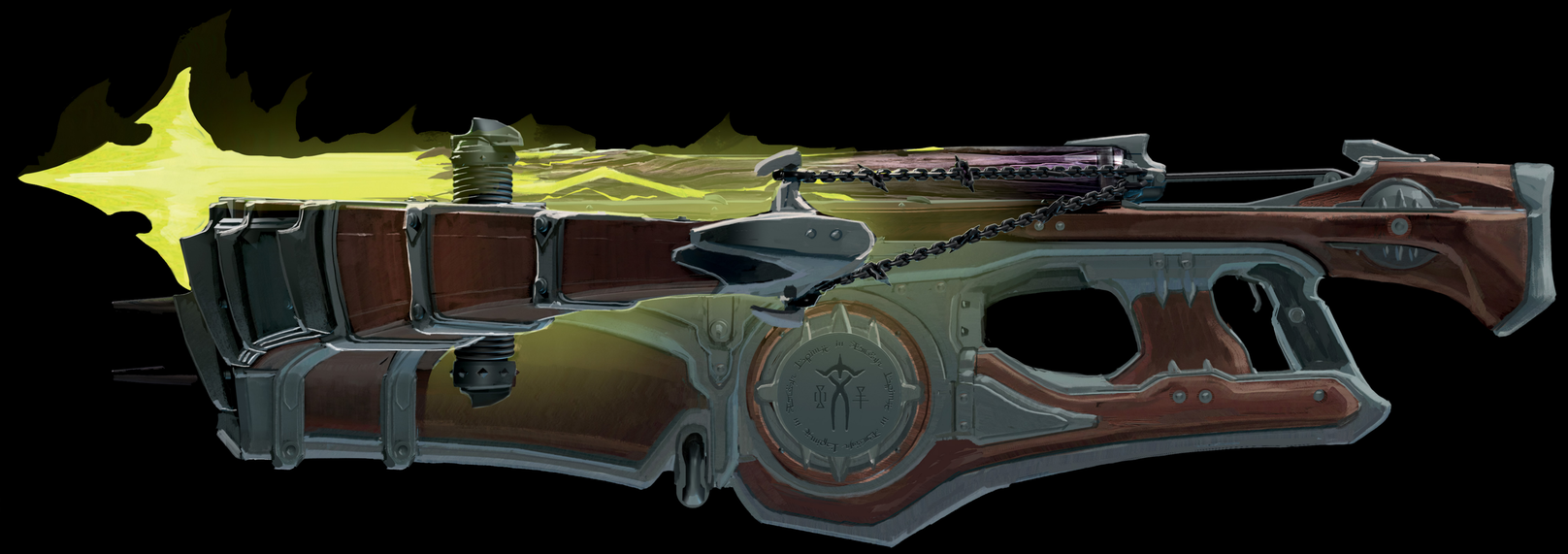



Skullcrusher Ideation—Ethan Evans

Skullcrusher Ravager Final—Ethan Evans

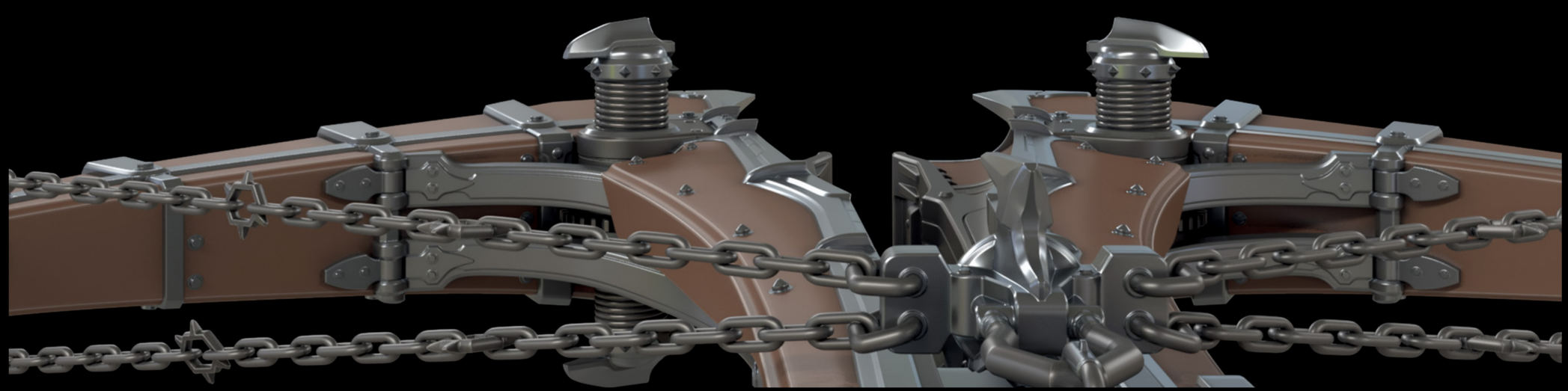
Skullcrusher Pulverizer Final—Ethan Evans



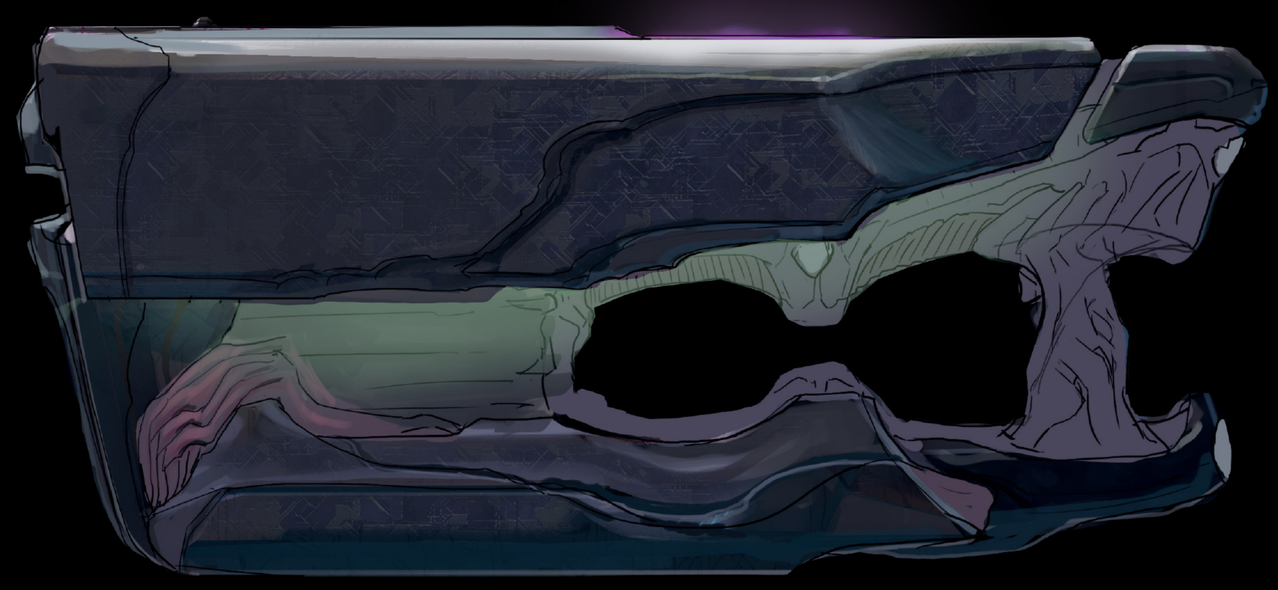


BFC Final—Colin Geller

BFC Bolt Callout—Colin Geller

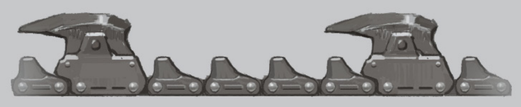


BFC—Colin Geller



BFG Version 1—Colin Geller

Electromagnet device that recalls the shield



Handle position 1 - throwing/storage

Shield Saw Turnaround—Emerson Tung

Shield Saw Render—Felix Leyendecker

Dreadmace Final—Ethan Evans

Flail Final—Emerson Tung

Flail Render—Peter Riebel

Shoulder Turret Final—Emerson Tung

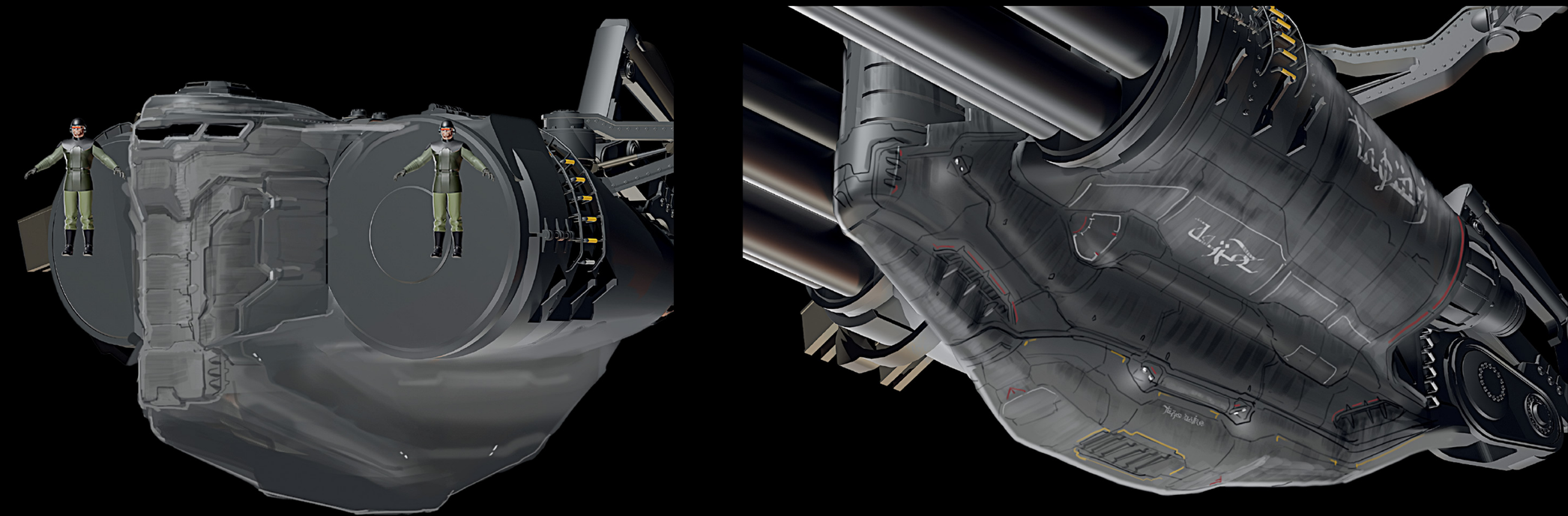
Shoulder Grenade Launcher—Emerson Tung

Shoulder Turret Ideation—Emerson Tung

Shoulder Turret Turnaround—Emerson Tung

Atlan Chaingun Final—Colin Geller

Atlan Chaingun Renders—Bryan Cavett

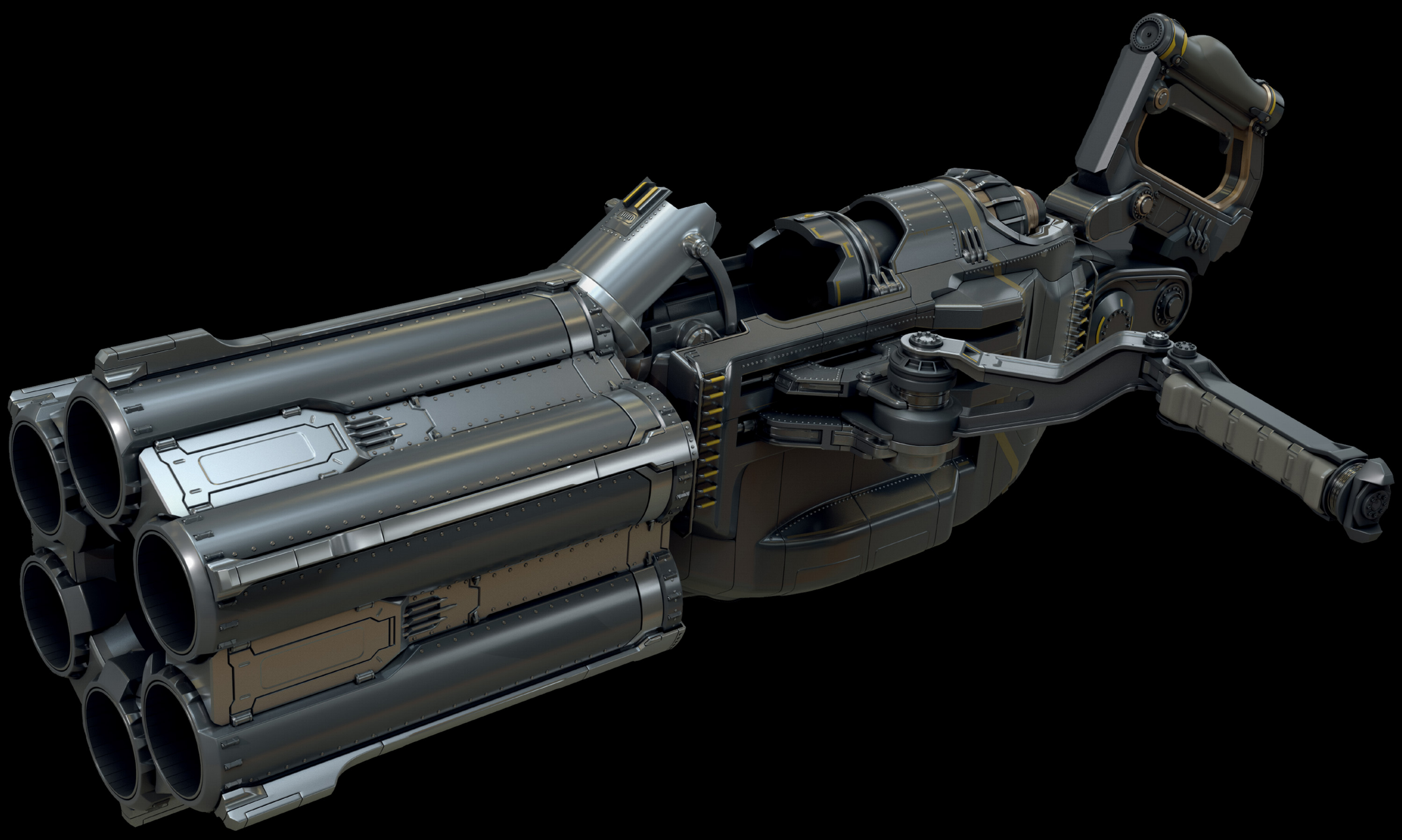


Atlan Chaingun Details—Colin Geller

Atlan Chaingun Renders—Bryan Cavett

Atlan Cannon—Felix Leyendecker

Atlan Cannon Final—Colin Geller



Atlan Handcannon Renders—Felix Leyendecker

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STAND AND FIGHT

In *DOOM: THE DARK AGES*, players will step into the bloodstained boots of the Slayer in this never-before-seen dark and sinister medieval war against Hell.

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